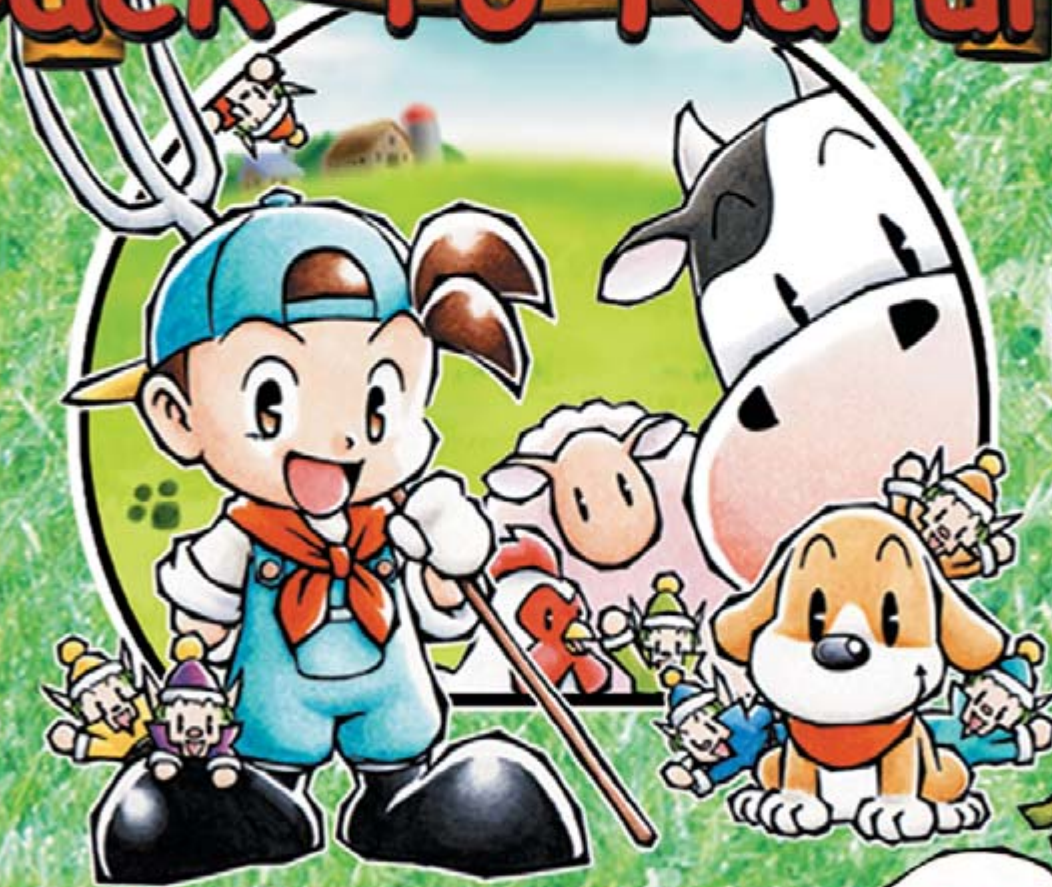


HARVEST MOON

Back To Nature



Debra McBride
David Cassady

primagames.com

NATSUME

Serious Fun™

www.natsume.com

This game has received the following rating from the ESRB



**Covers
SPECIAL EVENTS
and all
IMPORTANT
DATES!**





Harvest Moon®: Back to Nature

Prima's Official Strategy Guide

Debra McBride

David Cassady

Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court

Roseville, CA 95661

1-800-733-3000

www.primagames.com



The Prima Games logo and Prima Publishing® are registered trademarks of Prima Communications, Inc., registered in the U.S. Patent and Trademark Office.

© 2000-2004 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing.

Project Editor: Candace English

Assistant Project Editor: Missy Littrell

Editorial Assistant: Etelvina Hernandez

Product Manager: Lisa Daugherty

Natsume is a registered trademark of Natsume Inc. Harvest Moon is a registered trademark of Natsume Inc. Serious Fun is a trademark of Natsume Inc. ©2000-2004 Natsume Inc. ©2000-2004 Victor Interactive Software All rights reserved.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:

Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding gameplay, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 7615-3271-4

Library of Congress Catalog Card Number: 00-10758

Acknowledgements

With all my love to my mom, Esther McBride. You're never alone because you're always in my heart.

Prima would like to thank: Debra Mc Bride and David Cassady for all of their hard work and attention to detail, and Susan Pinkerton for her flexibility and keen eye. Abundant thanks to Graham Markay at Natsume for answering all of our questions, and for being amazingly friendly and accommodating at every turn. Finally, a special thank you to Hiro Maekawa, Sachiko Yamauchi, and Victor Interactive Software.



Harvest Moon: Back to Nature



What's Inside

Introduction	1
Game Basics FAQ	2
Mineral Village and Its Characters	14
Poultry Farm	15
Yodel Farm	16
Blacksmith's Shop	17
Aja Winery	18
Supermarket	19
Library	21
Mineral Clinic	22
Church	23
The Inn/Doug's Place	24
Rose Square	26
Mineral Beach	26
Gotz's House	27
Mayor's House	27
Ellen's House	28
Harvest Sprite's Home	29
Items	30
Tools of the Trade	34
Crops	40
Livestock	43
Spring: Year One	54
Spring Season Goals	55
Final Days of Spring	63
Festivals	64
Character Events	65
Summer: Year One	67
Summer Season Goals	68
Final Days of Summer	71
Festivals	71
Character Events	74
Fall: Year One	76
Fall Season Goals	78
Final Days of Fall	80
Festivals	81
Character Events	82
Winter: Year One	84
Winter Season Goals	85
Final Days of Winter	88
Festivals	88
Character Events	89
The Final Years	90
Year 2	90
Year 2 Events	90
Year 3 and Thereafter	91
Year 4 Event	91
Year 5 Event	91
A Final Note	91

Expansions	92
Recipes	96
Special Events	106

FESTIVALS

New Year Festival	106
Goddess Festival	106
Spring Thanksgiving	107
Horse Race	107
Cooking Festival	108
Swimming Festival	108
Chicken Festival	109
Tomato Festival	109
Cow Festival	110
Fireworks Festival	110
Music Festival	110
Harvest Festival	111
Moon Festival	111
Sheep Festival	111
Dog Race	112
Winter Thanksgiving	112
Starry Night Festival	112
Year End Festival	113

RANDOM EVENTS

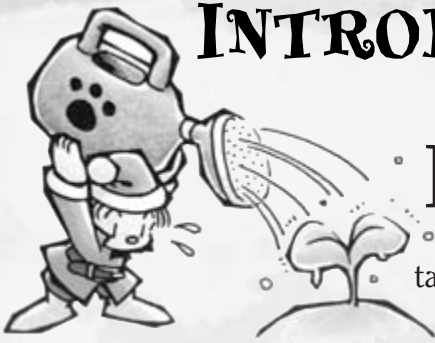
Pay Your Bill	113
Strange Salesman	113
Rick and Popuri	114
Moondrop Seeds	114
Pony	114
Tea Party	115
Shall We Dance?	115
Sunny Morning Nap	115
Birthday Party	115
Watch the Fireworks	116
Fight at the Inn	116
Corn for Kai	116
Perfume	117
Disagreeable Friends	117
Harvesting Grapes	117
Meeting Gray	118
Chicken Care	118
End to Summer	119
Memories	119
Stu's Cricket	119
White Flower	119
Thoughts of Family	120

NONSPECIFIC EVENTS

Flashing Object	120
The Goddess	120
Flowers Blooming	121
Fishing Pole	121
The Big Tree	121
Missing May	122
Apple Pie	122
Honey Bees	122
Kappa	122
The New Puppy	123

BIRTHDAYS

	123
--	-----



INTRODUCTION

- In 1997, Natsume had the audacity to release a Super Nintendo RPG that focused on an unusual subject. A game based on farm life sounded strange at first, but it didn't take long for the idea to take hold, and *Harvest Moon* quickly became a success.

Harvest Moon: Back to Nature is the latest installment in the series. Again, a small boy returns to his grandfather's farm to restore it to its former glory, but Natsume has loaded this new version with enough surprises and twists to keep any player riveted.

In the *Harvest Moon* series, even simple farm life can get complicated. Fortunately, your life on the farm is about to get a lot easier. This guide will help you get through the seasons with timesaving tips and important information to ensure your success.

"Game Basics" provides all the information you need to get the hang of day-to-day farm life.

Read all about the town and your neighbors in "Mineral Village and Its Characters." In *Harvest Moon*, nurturing relationships is as important as nurturing crops and livestock.

Did you dig up an item you don't recognize? Look it up in "Items." You'll find information on everything you can find or buy.

In "Tools of the Trade," you'll learn about all of the tools in the game, and how to get the most out of them.

Should you plant Cucumbers or Turnips? How long will it take for each to mature? Is this a one-time harvest or can you harvest this crop multiple times? You'll find the answers to these and more crop questions in "Crops."

And whether you choose to raise Cows or Sheep or both, "Livestock" tells you how.

The "Seasonal Walkthrough" guides you down the path to success. You'll learn about the special occasions, including birthdays, that take place each season.

"The House," "The Recipes," and "The Special Events" contain information on upgrading your house, cooking the fruits of your labor, and village events.

In the chapters that follow, you'll also learn super game secrets, such as how to get all of the Power Berries and Fish Prints. So don your overalls, grab your Hoe, and get set to do some serious farming!



GAME BASICS FAQ

The following are the most frequently asked questions about *Harvest Moon: Back to Nature*. Take a few moments to read through this chapter and learn how everything works. This will give you a big advantage in your endeavors to save your grandfather's farm, even if you've played *Harvest Moon* in the past.

How do I upgrade my tools and buildings?

Saibara the Blacksmith can upgrade your tools for you. Upgrading is expensive, but it's well worth it. Upgraded tools save a lot of time in caring for your field, so upgrade them as soon as you can afford to.

Each time you upgrade a tool, Saibara will keep it for three days. Know your schedule and plan accordingly before you give up one of your tools for upgrade.



You can also upgrade each of your farm buildings. First, gather Lumber by cutting up Stumps and Branches. Then work on earning enough Gold. Talk to Gotz the Carpenter to find out exactly how much you'll need.

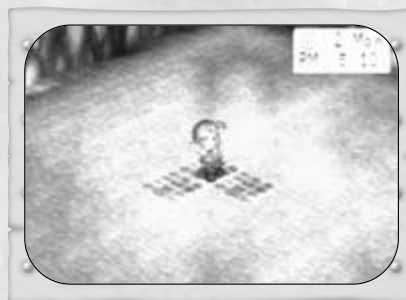


Upgrading the Chicken Coop and the Barn allows you to care for twice as much livestock. Increasing the size of your House gets you a Kitchen so you can cook and a Bedroom so you can marry the girl of your dreams. You can even build a Hothouse so you can grow crops out of season.

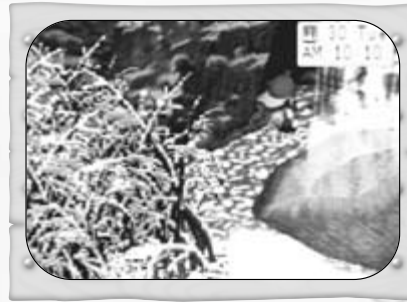


Where do I find the ore to pay for upgrades?

Saibara requires rare types of ore before he'll upgrade tools. The lower you go into a mine, the more valuable the ore you'll find.



Two mines are available to you. You may enter the one behind the waterfall near the Hot Spring during all seasons. You'll find Junk, Copper, Silver, Gold, and Mystrile Ores inside. The Winter Mine lies in the center of the lake at the base of Mother's Hill. You can reach it only after the lake freezes over. It holds Junk, Mystrile, Orichalc, and Adamantite Ores. You can also find a Power Berry in each mine.



How do I work my way through the mines?



Mining requires a lot of effort, but you can milk the experience for all it's worth with the proper tools. Purchase a Basket from the Supermarket as soon as you can afford to. The Basket holds 30 pieces of ore, so you can carry more back to your farm with each trip. You can make good use of a Large Rucksack as well.



Your Hoe is your only mining tool. You can mine only one square at a time, even with an upgraded Hoe.



NOTE

If you accidentally leave your Basket on a floor above, you must exit the mine, then reenter and work your way back down to the floor where you left it.

As you mine each level, you'll come to a hole in the floor. There you'll find the ladder to the floor below. To descend, step on the hole, then choose to go down. To exit the mine, climb a ladder or go out the door at the top. Once you've gone down a level, you cannot climb back to the previous floor.





How do I get the Lumber I need?

You must collect Lumber to upgrade buildings and create Fences. To get Lumber, chop up the Branches and Stumps you find on your farm and other places.



You'll find Stumps and Branches on your farm at the beginning of the game. Once you chop them up, they're gone for good. You can find additional Branches when you go fishing, but the big payoff is the Stumps you find here and there. There are two next to the Hot Spring, two on Mother's Hill, and several more next to Gotz's House. These Stumps regenerate every day, so they're your best source for Lumber.



To cut up a Branch, chop it up with your Basic Axe. Stumps require at least a Copper Axe. An upgraded Axe saves wear and tear on your character. After you upgrade to the Mystrile Axe, a single powered-up hit will turn even the mightiest Stump to kindling.



After you chop up a Branch or a Stump, the Lumber automatically transfers to your Woodbin next to the Barn. Take single pieces from the bin to build Fences. Gotz will take what he needs from the bin when you ask him to upgrade a building.



How do I take care of my animals?

As your farm grows, you'll want to begin raising animals there. You can raise a Dog, a Horse, Chickens, Cows, Fish, and Sheep on your farm. Although raising all types of livestock is pretty similar, there are some differences. Read on to learn how to take care of your animals and how to get the best results from them.

You begin the game with a Puppy. Although it won't earn you any extra money, it can help you out on the farm after it grows. It takes about three months for your Puppy to mature to a Dog.

TIP

You can cure your sick animals by purchasing Animal Medicine from the Poultry Farm or Yodel Farm for 1,000 Gold. However, if you take good care of your animals and keep a close eye on the weather forecast, you probably won't ever have a sick animal.





It's important to spend time with your Dog every day to improve your relationship with it. Pick it up daily (stand next to it and press X). These hugs help increase your Dog's affection toward you. Because you don't need to feed your Dog, having one costs you nothing more than a bit of time.



During spring of the first year, you can get a Pony for free when you visit Yodel Farm for the first time. Raising a Horse earns you no extra money, but will allow you to participate in the spring Horse Race once your Horse matures.



To care for your Horse, you need only a Brush, which you can purchase at the Blacksmith's Shop for 800 Gold. Talk to your Horse every day and brush it to increase its affection toward you. You needn't feed your Horse at any time.



Aside from your Dog and your Horse, Chickens are the easiest and least expensive animals to keep on your farm. You can purchase Chickens for 1,500 Gold each at the Poultry Farm. This may seem like a lot of money at first, but it's really very affordable. You should be able to purchase a Chicken within the first season.

Chickens are a great source of income, and they're relatively low-maintenance compared to other livestock. Begin raising Chickens right away so you have a constant source of income and Eggs for presents and recipes.





Cows are the most expensive animals you can keep, but they're a great source of income. Happy, healthy, adult Cows produce Milk every day that you can sell, give as gifts, use in recipes, or turn into Cheese with a Cheese Maker.



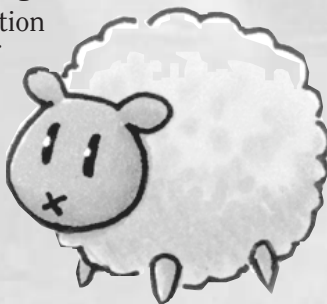
It takes time to save up the money you need to buy a Cow. You can purchase them at Yodel Farm for 6,000 Gold a head—quite a bit of cash for a novice farmer to come up with. You should be able to purchase your first Cow in the summer or fall of the first year. After you buy a Cow, it will automatically appear in your Barn. Begin taking care of it right away.

At first, your Barn can hold a combination of 10 Cows and Sheep. The local carpenter, Gotz, can expand the Barn to hold 20 animals; this isn't cheap, but it's worthwhile. The larger Barn allows you to breed more Cows, which you can sell back to Yodel Farm for a healthy sum.



Sheep should be your third livestock investment. You can sell the Wool for a tidy profit, or breed the Sheep and sell them back to Yodel Farm. Purchase Sheep from Yodel Farm for 4,000 Gold. Any Sheep you purchase automatically appear in your Barn. You must begin caring for your new animals the day they arrive.

Caring for your Sheep involves talking to them and brushing them every day. Shear the Sheep using Clippers you can purchase at the Blacksmith's Shop for 1,800 Gold. The amount of Wool you get—Small, Medium, or Large—depends on the Sheep's mood and affection level. You can get the Grand amount of Wool only from a Sheep that wins the fall Sheep Festival. Once sheared, a Sheep's Wool regrows to its full length in seven days.



How do I catch Fish?

Collect and breed Fish in your farm's Fish Pond. You'll need a Fishing Rod you can get in the spring from Greg the Fisherman if you visit the dock between 6 and 9 a.m.



Catching Fish requires a lot of patience. Stand facing a body of water with the Fishing Rod equipped. Press and hold ■ to cast the line. Continue holding ■ until you see the bobber snap under water or your character strain against a tug on the line. Quickly release ■; if you're lucky, you'll catch a Fish (or a useful object). If you're unlucky, you'll end up with an empty hook or some worthless garbage.



Why do I need to forage?

Around the village, you'll find many items to sell. You can cut and gather Branches and Stumps on Mother's Hill, next to the Hot Spring, and near Gotz's House. You can gather Grass and Berries at these areas, as well, and place them in your bin to sell to Zack.



Foraging for items is important at the beginning of each season, while you wait for your crops to mature. Collect various types of wild plants and sell them for a modest profit. Those plants are especially valuable because they grow back each day, always in the same spots.

Explore a bit at the beginning of each season to see what you can collect.

The days go by quickly. How can I better manage my time?

Time is your greatest enemy and your greatest ally. Learn as many ways as you can to shave off a few seconds from your daily chores. If you spend your entire day laboring on the farm, you'll never be able to woo a girl and get married. Here are some time-saving tips.

Complete your daily chores in a logical order. Limiting the amount of running around you do will save you precious minutes each day, because you won't waste time crossing and recrossing your field. For example, the Barn and the Stable are next to each other, so visit them on the same trip. The same goes for the Chicken Coop, the Fish Pond, and the Apple Tree: they're located near one another, so visit them all in sequence. After a few weeks you'll find a natural rhythm to your tasks.



Another way to save time is by upgrading your tools quickly. Each upgrade makes it easier for you to complete your day-to-day tasks and reduces wear and tear on your character. You'll do more in less time and without having to take breaks in the Hot Spring.



Purchase a larger Rucksack and a Basket. As you harvest, you can carry more items at once to the Harvest Bin and save walking time. Also, carry the Basket with you to the mine, and mine until it's filled with 30 pieces of ore or until your character is too tired to continue.



Time stands still when you're indoors, so complete as many tasks as you can inside buildings. Brush, milk, and shear your Cows and Sheep in the Barn. Take care of your Horse inside the Stable. You'll even want to play with your Dog inside your home.

Dumping produce into the Harvest Bin can take as long as 20 minutes when you're carrying a full load. Because time stands still when you're in a building, try to drop off your produce inside the Barn or the Chicken Coop. Each of these buildings has a Harvest Bin, so visit the nearest one to save a few minutes each day. If you don't have a ton of crops to harvest, this is quicker than carrying the Basket around the field with you.



Work with the Harvest Sprites as much as you can. Doing so will save you a lot of time. Once they've been working for you for a while, they will be able to take care of most of your daily chores without your help.



Spending a single hour in the Hot Spring completely revives your character and allows him to do more chores. Visit it often so you can work as much as possible in a day. It's also a good idea to visit the Hot Spring every

night before going to bed. As long as you've been in the Hot Spring for an hour and you get to bed before 1 a.m., you should stay healthy and still wake up on time the next morning.



How much attention should I devote to making friends?

There are many things to do each day on your farm, but don't neglect your social life. As important as planting and harvesting are, building relationships with the villagers is equally important.

Relationships provide you with more than just a distraction from daily chores. They broaden the game considerably. The more other people like you, the more likely you are to encounter them from time to time. They may give you items you wouldn't get otherwise. If they like you enough, villagers can also provide you with recipes; the more recipes you have, the higher your completion percentage will be after you prepare those foods in your Kitchen.



An easy way to get people to like you is to take part in all village activities. You can win all kinds of great stuff at the festivals. And you can't make friends or find your true love if you're always slaving away on the farm. Get out occasionally and have some fun.

How do I know where to find eligible women?

You want to build a strong relationship with one of the village girls. If you work hard enough to get a girl to like you, some day you'll marry her and have a baby.

The five eligible women are:

- ♥ Ann: Works and lives at the Inn
- ♥ Elli: Works at the Clinic
- ♥ Karen: Sometimes works at the Supermarket
- ♥ Mary: Works at the Library and lives next door to it
- ♥ Popuri: Lives at the Poultry Farm



How do I get a girl to marry me?

Refer to "Mineral Village and Its Characters" for details about each girl. You must learn what they like and dislike so you can give the girl of your choice lots of gifts, and learn their daily schedules so you can find them more easily.





As you woo the girl of your choice, her Heart Meter (in the lower-right corner of her text box) will change colors, starting with black and proceeding through purple, blue, green, yellow, orange, and red. When the heart is black, the girl feels no affection toward you. As the girl's affection grows, the color draws closer to red. When it reaches red, you can ask her to marry you.



Proposing marriage is done using a Blue Feather that you can purchase at the Supermarket for 1,000 Gold. The Blue Feather becomes available only once a girl's heart is very close to turning red and you've upgraded your home twice. To propose, buy a Blue Feather and give it to the girl of your choice. If she likes you enough, she'll say yes and move into your home.

When can I have a baby?

About a season after you're married, your wife will start to tell you that she's hungry, but she doesn't know what she wants to eat. Two seasons later, you'll be the proud parent of a baby boy! There isn't much you can do with the baby while it's an infant, so do your best to provide for it by working extra hard on the farm.



Two seasons after it's born, your blue bundle is crawling around on the floor in his cute little mouse suit. Though he's still too young to toss a football, at least you can talk to him and get those affection hearts up. The affection rating of your family is important to your success, so don't neglect the little tyke.

What role do Harvest Sprites play in the game?

The Harvest Sprites are a farmer's best friends. They can assist you with your daily chores every day in return for a small gift. With their assistance, you can greatly increase the size of your farm without having to slave away all day in your fields.



The Harvest Sprites live behind the Church. You can find them there anytime unless they're working on your farm. To get them to work for you, talk to them twice. They'll ask what type of work you have for them. You can ask them to take care of your animals, or to water or harvest your crops. Then select an amount of time for them to work—one day, three days, or an entire week. Although it's a good idea to ask them to work a full week, you'll have more control over their day-to-day chores if you ask them to work a single day.



One of the most important services the Harvest Sprites provide is taking care of your animals during bad weather. When hurricanes or blizzards hit the village, you can't leave your house, but the Harvest Sprites can brave the weather to reach your farm. Watch the weather forecast carefully and always ask a Sprite or two to take care of your animals on stormy days. Otherwise, your animals will go without food during the storm and may become sick.

How can I get the Harvest Sprites to like me?

NOTE

During the spring, the Harvest Sprites have a Tea Party. They'll be reluctant to work for you during the spring, but you can talk them into it. Speak to them five times and they'll give in eventually. Just remember that if you want to participate in their Tea Party, you must give them at least one day off. The Tea Party can take place only on days when all seven Harvest Sprites are at home.

The Harvest Sprites aren't very helpful at first. They're unaccustomed to farm chores, and will work for only a little while before they quit for the day. Every day Harvest Sprites work, their affection ratings decrease by one point. If you don't provide some sort of payment, you'll see a reduction in their affection and their work ethic.

Be sure to pay your Harvest Sprites for every day they work.



As the Harvest Sprites' affection for you grows, they'll work harder. To speed up this process, be sure to pay each of them daily with something they really like. A bag of Flour is best. It costs 50 Gold at the Supermarket, so having all of the Harvest Sprites working for you can be expensive. To offset the cost, keep Chickens; they'll lay Eggs daily, and those sell for 50 Gold each. Once a Sprite's hearts are maxed out, you can pay it with Eggs instead of Flour.

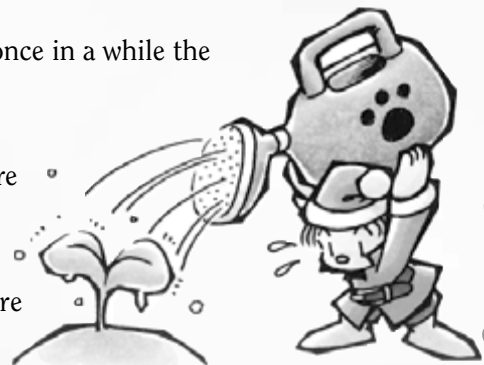
How important is the weather and what can I do to prepare for it?

Most of the time you'll have good weather or just a little rain, but once in a while the weather goes crazy and things can get rough.

Bad weather can occur during summer and winter. Hurricanes may hit during the summer, blizzards during the winter. Such huge storms are rough enough that you won't be able to go outside and they can damage your crops, Hothouse, and Fences, and hurt any livestock left outside.

How can you prepare? First, employ the Harvest Sprites to take care of your animals. They can brave the bad weather to make sure your animals are fed. Ask them to work for you for a week, because storms often last several days.

Storms can destroy your Fences, so gather any Lumber lying around your farm and put it in the Woodbin for safekeeping. Storms can destroy your Hothouse, as well, but you can't put it away. Just harvest everything you can before the storm, and then hope the structure survives. Make sure you put all of your animals inside. They'll take a hit to their affection levels no matter what, but if they're outside in a storm they may not survive.



Because you can't leave your home, stormy days are kind of boring. You can't watch TV, so that leaves you with only a couple of options. If your Dog Ball is inside, throw it for your Dog to train it for the Dog Race. If you have a Kitchen and enough cooking materials, spend the day trying out new recipes. Or just go to sleep. Imagine how well rested your character will be after 24 hours of sleep.



What can I do to recuperate after a storm?

After a storm, take excellent care of your animals to quickly rebuild their affection levels. Replace any Fences you took down. If you left them up, remove damaged portions by smashing them with a Hammer. If your Hothouse was destroyed, you may want to begin working toward having another built. Survey the damage and try to smile despite it all. Just be happy you prepared for the worst; surely you came away in better shape than you would have otherwise.

Can I cultivate Power Berries?

Power Berries are very rare. You can acquire them only by completing certain events or meeting certain requirements.

Unlike normal food, these berries have unusual and very valuable effects on your character. Every Power Berry your character eats increases his energy by 10 points. The extra energy allows you to perform more work. If you collect all 10 Power Berries, you'll be able to work twice as long as you could originally.



The following table reveals how to obtain all 10 Power Berries.

Power Berries

SOURCE	REQUIREMENTS
Waterfall Mine	Dig deep into the mine to uncover a Power Berry.
Winter Mine (2 berries)	Deep in the Winter Mine, you'll find a Power Berry under the soil. Also check behind the upper corner of the Winter Mine.
TV Shopping Network	After you upgrade your home, you can purchase a Power Berry for 5,000G from the TV Shopping Network, which airs every Saturday.
Ocean	Catch a Power Berry while fishing in the ocean.
Horse Race	Once you earn enough medals from betting successfully on Horse Races, trade them in for a Power Berry.
Swimming Festival	Win the swimming race to get a Power Berry.
Anna	If you plant more than 90 flowers on your farm during the summer, Anna will stop by and ask to pick some. Tell her she can have as many as she wants, and she'll give you a Power Berry.
Goddess	Toss food into the waterfall every day and the Goddess will give you a Power Berry.
Big Tree	Find a lone tree at the middle of Mother's Hill. Try to chop it down, but agree not to when the tree asks. The tree gives you a Power Berry as thanks.

How do I obtain the Mystic Berry?

The Mystic Berry reduces by 50 percent the amount of fatigue you experience after performing tasks. This has a huge impact on how much you can do each day.

To get the Mystic Berry, you must find a mysterious creature known as Kappa. It lives in the lake at the base of Mother's Hill. Kappa doesn't show up without a good reason. To make it appear, you must stand in front of the two trees on the left side of the lake and toss three Cucumbers into the water. (You must stand in just the right spot or this won't work.) Kappa does not appear in the winter.



How is my completion percentage calculated?

The percentage shown at the top of the submenu tells you how much of the game you've completed, based on the following:

- ✿ The affection level of your Dog and your Horse
- ✿ The number of Chickens, Cows, and Sheep you own
- ✿ The number of Power Berries you've collected
- ✿ The number of buildings you've upgraded on your farm
- ✿ The number of recipes you've written down in your recipe book
- ✿ How much your wife loves you
- ✿ Your relationship with your child

To get a 100 percent rating, you must do as much as possible in every area. This isn't easy. It requires that you create a successful farm and build strong relationships with all of your neighbors. Thus, you mustn't become preoccupied with any single aspect of the game. If you spend all of your time working on your farm, you'll never build strong relationships with your neighbors. And if you spend all of your time talking to people, you'll never earn the money you need to purchase upgrades and animals.

Plant as many crops as you can handle and quickly build relationships with the Harvest Sprites. They can do most of your work for you and leave you with time for other activities. It's important to be ambitious when planting, but you also must be able to complete your chores quickly each day. Try to rapidly build relationships with the people in town. Pick a person and work hard at getting that person to like you; then move on to the next one. And concentrate on getting a girl to like you. Wooing takes a long time and requires a lot of gifts, so you can't put it off. Finally, when someone tells you something you think may be important, write it down so you don't forget.

Play smart, and your percentage will rise rapidly.



MINERAL VILLAGE AND ITS CHARACTERS

As important as harvesting crops is, building relationships is just as important. Your progress in *Harvest Moon: Back to Nature* is measured in part by how well you get along with your neighbors.

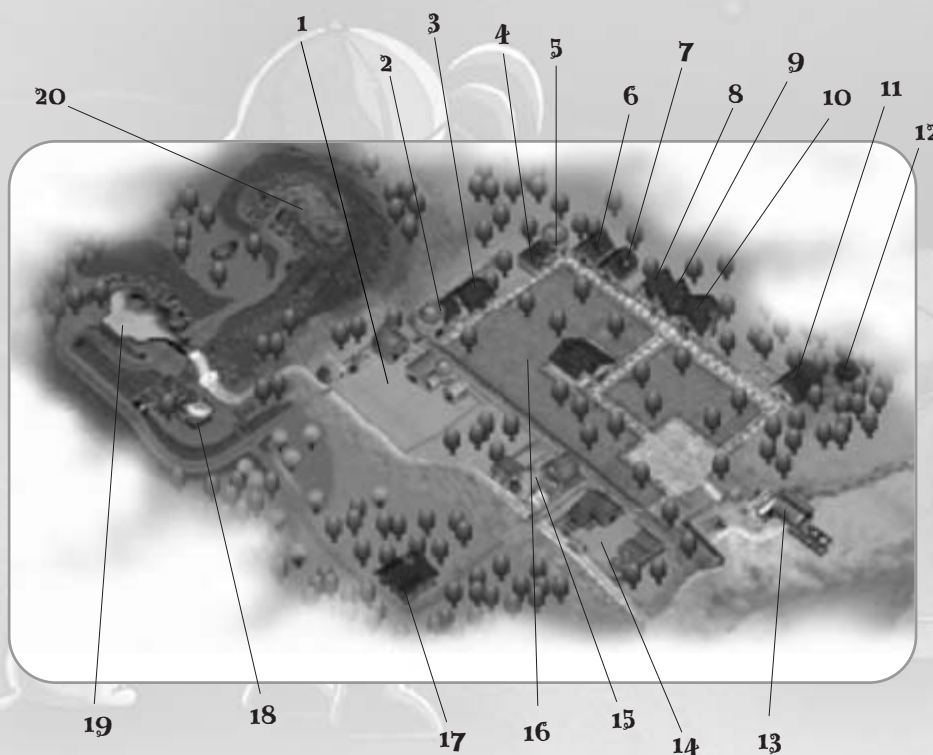
Not only must you become friends with the other villagers, you must also forge a special relationship with a village girl. Pay close attention to what the girls like, as well as to their schedules. Knowing what to give them and where to find them will help you woo the girl of your dreams. Having a profitable farm may make you a successful farmer, but a high rating also depends on how much your wife loves you and the relationship you have with your child.

Take time to read about each of the villagers. Their birthdays are listed here, and are also highlighted on the calendars in the Seasonal Walkthrough. Don't pass up any opportunity to do a friend a favor or to acknowledge someone's birthday.

Making personal connections is vital. As in real life, how rich you are isn't measured only by how much you have in the bank. It's also measured by the number of friends and loved ones you have in your heart.

The Town

- 1 Your Farm
- 2 Blacksmith
- 3 Aja Winery
- 4 Mary's House
- 5 Library
- 6 Ellen's House
- 7 Mayor's House
- 8 Karen's House
- 9 Supermarket
- 10 Clinic
- 11 Church
- 12 Harvest Sprites' Home
- 13 Mineral Beach
- 14 Yodel Farm
- 15 Poultry Farm
- 16 Inn
- 17 Gotz's House
- 18 Hot Spring
- 19 Base of Mother's Hill
- 20 Peak of Mother's Hill

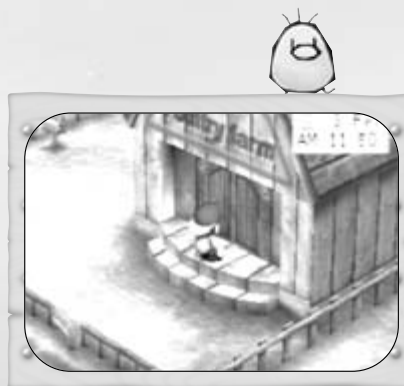


POULTRY FARM

- ✱ Hours: Open Noon–4 p.m.; closed Sundays
- ✱ Proprietors: Lillia, Popuri, Rick

Items for Sale or Purchase

ITEM	PRICE
Animal Medicine	1,000G
Chicken (Buy)	1,500G
Chicken (Sell)	500G
Chicken Feed	10G



Lillia runs the Poultry Farm with help from her daughter Popuri and son Rick. Lillia's husband has gone to fetch medicine for Lillia. She has trouble with her leg and doesn't get around well, which is why the farm is open for only a short time each day. While Popuri helps her mom at the Poultry Farm, Rick delivers Chickens and Feed to customers.



LILLIA

- ❖ Birthday: 19th day of spring
- ❖ Likes: Bodigizer, Wild Grapes
- ❖ Dislikes: Green Peppers, Rice Balls, Wine

Lillia is very nice. Speak to her whenever you want to buy Chickens or Chicken Feed.

RICK

- ❖ Birthday: 27th day of fall
- ❖ Likes: Bodogizer, Spa-boiled Egg, Wine
- ❖ Dislikes: Pumpkins, Sweet Potatoes

Lillia's son Rick makes deliveries for the Poultry Farm. Rick is very protective of his sister Popuri, and doesn't appreciate the attentions lavished on her by Kai, owner of the Seaside Lodge (open only during summer).





POPURI

- ❖ Birthday: 3rd day of summer
- ❖ Likes: Accessories, Apple Jam, Apple Pie, Boiled Eggs, Cake, Cookies, Honey, Ice Cream, Fruit Juice, Hot Milk, Omelets, Pink Cat Flowers, Relaxation Tea, Spa-boiled Eggs, Strawberry Jam, Strawberry Milk, Toy Flowers

Popuri is—literally—the girl next door. The Poultry Farm is just down the road from your home. Popuri helps her mother, Lillia, run the farm. Popuri thinks farming is boring, so she wanders away whenever she can. You can often find her at the Hot Spring.

Popuri's Schedule

TIME	LOCATION
7:30–10 a.m.	Hot Spring (except on rainy days)
10 a.m.–6 p.m.	Her house
Sundays 9:30 a.m.–1 p.m. (except in summer)	Church
Sundays 8:30–10 a.m. (in Summer)	Beach (except on rainy days)
Sundays 1:30–4 p.m.	Rose Square (on rainy days, at the Church)

YODEL FARM

- ✱ Hours: Open 9 a.m.–3 p.m.; closed Mondays
- ✱ Proprietors: Barley Yodel, May Yodel

Items for Sale

ITEM	PRICE
Animal Medicine	1,000G
Bell	500G
Cow (Buy)	6,000G
C.M. Potion	3,000G
Fodder	20G
Sheep (Buy)	4,000G
S.M. Potion	3,000G



To purchase a Cow or a Sheep, visit Yodel Ranch, where Barley lives with his granddaughter May. When you want to purchase livestock or Feed, speak to Barley.

BARLEY

- ❖ Birthday: 17th day of spring
- ❖ Likes: Rice Balls, Spa-boiled Eggs
- ❖ Dislikes: Cheese, Mayonnaise

Barley runs the livestock farm. Long ago, his daughter left and returned with a baby. Then she left again, leaving her baby, May, behind. Barley loves his granddaughter very much, but wishes she had friends her age to play with. Barley and May have a dog named Hana.



MAY

- ❖ Birthday: 26th day of winter
- ❖ Likes: Boots, Empty Cans, Grape Juice
- ❖ Dislikes: Bamboo Shoots, Spa-boiled Eggs

Living on a livestock farm isn't much fun for May. She's young, and there aren't many other young people for her to play with. Despite her age, May tries to help her grandfather as much as she can.



BLACKSMITH'S SHOP

- ✱ Hours: Open 10 a.m.–4 p.m.; closed Thursdays
- ✱ Proprietors: Saibara, Gray

Items for Sale

ITEM	PRICE
Brush	800G
Clippers	1,800G
Jewelry (Bracelet, Necklace, or Earrings)	1,000G + Orichalc Ore
Milker	2,000G
Mayonnaise Maker	20,000G + Adamantite Ore
Cheese Maker	20,000G + Adamantite Ore
Yarn Maker	20,000G + Adamantite Ore
Tool Upgrades	1,000G–5,000G + Copper, Silver, Gold, or Mystrile Ore

Visit the Blacksmith's Shop to buy tools for the farm. You can have Saibara upgrade your tools if you have the right type of ore and enough money. Saibara can create a “maker” (Yarn, Cheese, or Mayonnaise) for your farm if you have the 20,000 Gold plus a piece of Adamantite.





SAIBARA

- ❖ Birthday: 11th day of spring
- ❖ Likes: Bamboo Shoots, Large Fish, Valuable Ores, Truffles
- ❖ Dislikes: Bodigizer, Bread

Saibara runs the Blacksmith's Shop. Talk to him whenever you want to buy or upgrade tools. If you take precious ores to Saibara, he'll use them to make beautiful accessories you can give as gifts to the village girls. Or you can sell the accessories back to Saibara for twice what it cost to make them.



GRAY

- ❖ Birthday: 6th day of winter
- ❖ Likes: Bodigizer, Valuable Ores
- ❖ Dislikes: Bamboo Shoots, Green Peppers, Turnips

Gray is Saibara's grandson, who tries to help Saibara in the Blacksmith's Shop. He feels his grandfather doesn't appreciate the work he does. Gray often speaks about wanting to go back to the city.

AJA WINERY

- ✱ Hours: Open 9 a.m.–Noon; closed Saturdays
- ✱ Proprietors: Duke, Manna

Items for Sale

ITEM	PRICE
Grape Juice	200G
Wine	300G



Take a trip to the Aja Winery and sample its wares. Be careful how much you enjoy the winery, though; wine tasting can be expensive. In fall, Duke and Manna will begin harvesting the grapes that grow behind their home. You can assist with the harvest to earn extra money.

DUKE

- ❖ Birthday: 15th day of winter
- ❖ Likes: Bread, Spa-boiled Eggs, Wine
- ❖ Dislikes: Bodigizer, Curry

Duke runs the Aja Winery with his wife, Manna. He loves Wine and drinks a lot of it. At night, you'll often find him hanging out at the Inn, where he enjoys a drink after a long day at work.



MANNA

- ❖ Birthday: 11th day of fall
- ❖ Likes: Large Fish, Honey
- ❖ Dislikes: Metal Ores

Manna helps Duke run the winery. She likes to talk. You can find her at home selling wine and at Rose Square around noon on most days.

SUPERMARKET

- ✱ Hours: Open 9 a.m.–5 p.m.; closed Tuesdays and Sundays
- ✱ Proprietors: Jeff, Sasha, Karen

You can buy food, seeds, and many other useful items at the Supermarket. The wares change from season to season, so check back often.



Items for Sale

ITEM	PRICE
Basket	5,000G
Blue Feather	1,000G
Bread	100G
Curry Powder	50G
Fish Food	20G
Flour	50G
Oil	50G
Rice Balls	100G
Rucksack (M)	3,000G
Rucksack (L)	5,000G
Wrapping Center	100G

Seeds for Sale

SEED TYPE	PRICE
Spring Seeds	
Cucumber	200G
Grass	500G
Potato	150G
Strawberry☹	150G
Turnip	120G
Summer Seeds	
Corn	300G
Grass	500G
Onion	150G
Pumpkin☹	500G
Tomato	200G
Fall Seeds	
Carrot	300G
Eggplant	120G
Grass	500G
Spinach☹	200G
Sweet Potato	300G

☹ You cannot purchase Strawberry, Pumpkin, or Spinach seeds until you've shipped over 100 of every other crop from the same season.



JEFF

- ❖ Birthday: 29th day of winter
- ❖ Likes: Apples, Bamboo Shoots, Bodigizer
- ❖ Dislikes: Ores, Wine

Jeff is a struggling merchant. Too many take advantage of his kindness. Be sure to pay your bill whenever you shop at his Supermarket.



SASHA

- ❖ Birthday: 30th day of spring
- ❖ Likes: Chocolate, Cookies, Wild Grapes
- ❖ Dislikes: Cheese, Eggs

Sasha yells at Jeff for being so easygoing, but she's a good wife and a dependable person. She spends a lot of time visiting other villagers and likes to gossip with some of the other ladies in Rose Square at noon on nice days.

KAREN

- ❖ Birthday: 15th day of fall
- ❖ Likes: French Fries, Moon Drop Flowers, Pizza, Popcorn, Sashimi, Truffles, Wine

Karen is very dependable and a good listener. She can be a little hard to connect with because she's not in the Supermarket all the time and she's very active.

Karen's Schedule

TIME	LOCATION
8–10 a.m.	In front of the Supermarket (on rainy days, inside the Supermarket)
10 a.m.–1 p.m.	Her house
1–6 p.m.	Supermarket
7:30–10 p.m.	Beach (except on rainy days)
8–10 p.m. (Sundays and Tuesdays)	Inn
1:30–4 p.m. (Tuesdays, if it's not raining)	Hot Spring
1:30–4 p.m. (Tuesdays, if it's raining)	Gotz's House



LIBRARY

- * Hours: Open 10 a.m.–4 p.m.; closed Mondays
- * Proprietors: Basil, Anna, Mary

Refer to the Library's many excellent books to learn everything from how to raise animals to local folklore. The selection changes, so check back from time to time.



BASIL

- ❖ Birthday: 11th day of summer
- ❖ Likes: Grass (red, blue, or green), Mushrooms, Poisonous Mushrooms
- ❖ Dislikes: Fish, Ores, Wool

Basil is a botanist and author of many of the books in the Library. He moved his family to Mineral Village just so he could study the plants in the area. You can find Basil at the Inn just about every night.



ANNA

- ❖ Birthday: 23rd day of fall
- ❖ Likes: Cake, Cookies, Flowers
- ❖ Dislikes: Cheese, Spa-boiled Eggs

Anna is Basil's wife. She's very nice. Anna usually spends the lunch hour at Rose Square chatting with the other village wives.





MARY

- ❖ Birthday: 20th day of winter
- ❖ Likes: Bamboo Shoots, Bodigizer, Cheese Fondue, Grape Jam, Grass (red, blue, and green), Mushrooms, Poisonous Mushrooms, Mushroom Rice, Raisin Bread, Relax Tea Leaves, Tomato Juice, Truffle Rice, Turbojolt, Veggie Latte

Mary runs the Library. She loves to read and write.

Mary's Schedule

TIME	LOCATION
10 a.m.–6 p.m.	Library
7:30–10 a.m. Mondays	Mother's Hill (except on rainy days)
1–4 p.m. (when Library is closed)	Supermarket



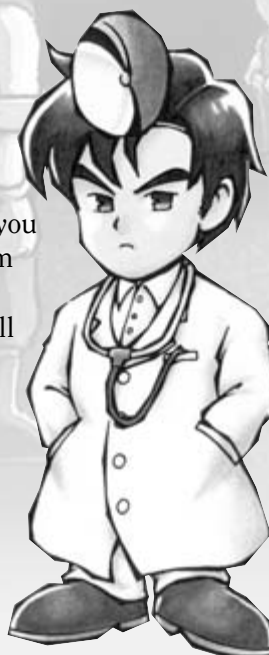
MINERAL CLINIC

- ✱ Hours: Open 9 a.m.–4 p.m.; closed Wednesdays
- ✱ Proprietors: Doctor, Elli

Clinic Services and Medicine

ITEM	PRICE
Exam	10G
Bodigizer	500G
Bodigizer XL	1,000G
Turbojolt	1,000G
Turbojolt XL	2,000G

Working too hard can leave your character feeling ill or fatigued. The Clinic can give you an exam to see what ails you and can sell you medicine to make you well. If you overwork yourself and faint from fatigue, you'll find yourself at the Clinic. The Doctor will keep you there until you've regained your strength. The next morning, you'll awaken at home, having overslept.



DOCTOR

- ❖ Birthday: 17th day of fall
- ❖ Likes: Bamboo Shoot, Wine
- ❖ Dislikes: Accessories, Ores

The Doctor is a very serious person, but he has the welfare of the entire village to look out for. Cool but enthusiastic, the doctor's bedside manner is appreciated by all. He has a secret crush on Elli.

ELLI

- ❖ Birthday: 16th day of spring
- ❖ Likes: Accessories, Flowers, Orange Cup Fruit, Stone Tablet, Strawberries

Elli works at the Clinic with the Doctor and lives with her grandmother Ellen and her brother Stu. She's devoted to her work and spends most of her time at the Clinic.

Elli's Schedule

TIME	LOCATION
9 a.m.–7 p.m.	Clinic
9:30 a.m.–1 p.m., 4:30–7 p.m. (when clinic is closed or during Special Events)	Her house
1:30–4 p.m. (when clinic is closed)	Supermarket



CHURCH

- ✱ Hours: Open 9 a.m.–8 p.m.; Confessional open 1–3 p.m.
- ✱ Clergy: Pastor Carter

Visit the Church and spend some time with Pastor Carter or the villagers who frequent the Church. In addition to its regular services, the Church hosts the Music Festival. There's also a Confessional where you can confess your sins (if you have any).



PASTOR CARTER

- ❖ Birthday: 20th day of fall
- ❖ Likes: Bread, Turnips, Wine
- ❖ Dislikes: Bodigizers, Grass (red, blue, or green)

Pastor Carter can be found at the Church. He's an odd but nice man.



THE INN/DOUG'S PLACE

- ✱ Hours: Open 8 a.m.–9 p.m.
- ✱ Proprietors: Doug, Ann
(Won the Salesman and Cliff also stay here)



Items for Sale

ITEM	PRICE
Apple Pie	300G
Cheesecake	250G
Cookie	200G
Salad	300G
Set Meal	500G
Water	Free

Won's Seeds ✱

SEED TYPE	PRICE
Cabbage	500G
Green Pepper	150G
Magic Red Flower	600G
Orange Cup	1,000G
Pineapple	1,000G
Pink Cat Flower	200G
Toy Flower	500G

✱ During Special Events, Won visits your house to sell other goods, but he does not sell them at the Inn.

Doug's Place is the local Inn, so it attracts many travelers, including Cliff and Won. The ground floor is a popular restaurant and bar where the locals like to hang out at night. You can purchase delicious food from Doug during the day and evening to restore your character's strength and lessen fatigue. This is also the only place in town where you can find a Telephone to order items from the TV Shopping Network once you've expanded your home.



DOUG

- ❖ Birthday: 11th day of winter
- ❖ Likes: Bamboo Shoots, Fish, Mushrooms
- ❖ Dislikes: Flowers, Ores, Wool

Doug does most of the cooking at the Inn. He's raised Ann by himself since his wife passed away. He's proud of his daughter and often seems overanxious to see her marry one of the town's young men.

ANN

- ❖ Birthday: 17th day of summer
- ❖ Likes: Bamboo Shoots, Rice, Cheesecake, Chocolate, Curry, Grilled Fish, Mushroom Rice, Omelets, Pumpkin Pudding, Salad, Sandwiches, Spa-boiled Eggs, Stew, Stir Fry, Strawberry Milk, Sushi, Tempura Noodles, Truffle Rice, Veggie Pancakes, Ice

Ann is a cheerful tomboy who helps her father at the Inn. Like her father, she's a very good cook. Her biggest problem is trying to keep her dad from interfering in her love life.

Ann's Schedule

TIME	LOCATION
7-10 a.m.	Hot Spring (Except on rainy days)
10 a.m.-1 p.m.	Inn, 2nd Floor
1-7 p.m.	Inn, 1st Floor
7-10 p.m.	Inn, 2nd Floor



WON

- ❖ Birthday: 19th day of winter
- ❖ Likes: Fish
- ❖ Dislikes: Poisonous Mushrooms, Grass

Though Won arrives in the village under a veil of mystery, it's soon clear to everyone that his wares are like nothing else in the area. He not only sells some exotic (and expensive) seeds; he'll also, from time to time, sell you household items. Beware how much you spend, though. Won isn't the most honest guy,

and sometimes he sells fake items. Overall, however, he's a valuable resource for seeds and other items. You can find Won at the Inn on most days.

CLIFF

- ❖ Birthday: 6th day of spring
- ❖ Likes: Curry, Spa-boiled Egg
- ❖ Dislikes: Bodigizer, Ores

Cliff is pretty much a loner, with no family.

When Duke asks for your help harvesting grapes at the winery, ask Cliff if he'd like to help. If you do, he'll stay on at the winery to help out Duke and Sasha. If you don't befriend him, eventually he'll leave the village. Cliff has a secret crush on Ann.





ROSE SQUARE

Many of the village's special events are held in Rose Square. Each month's activities are posted on the signboard there. Local women gather to gossip in the square around noon on sunny days.



MINERAL BEACH

✧ Proprietors: Kai, Zack, Greg

Items for Sale

ITEM	PRICE
Pasta	300G
Pizza	200G
Roasted Corn	250G
Snowcone	300G
Water	Free

In summer, you can always relax at the beach and grab a bite to eat at Kai's Seaside Lodge.

KAI

- ❖ Birthday: 22nd day of summer
- ❖ Likes: Bread, Flour, Oil
- ❖ Dislikes: Bamboo Shoots, Mushrooms, Turnips

Kai comes to the village only in summer. He's very popular with most of the townsfolk. You can purchase food from him during the day. He has a crush on Popuri.



ZACK

- ❖ Birthday: 29th day of summer
- ❖ Likes: Bodigizer, Large Fish
- ❖ Dislikes: Curry Powder, Flour, Oil

Zack is the local deliveryman. He'll show up at your farm at 5 p.m. every day to pick up your produce, except when there's a festival. He pays you on the spot for whatever he takes. Zack usually wanders the town running errands and picking up produce from the farm. He has a nice home on the beach, but he does little more than sleep there.



GREG

- ❖ Birthday: 29th day of spring
- ❖ Likes: Large Fish
- ❖ Dislikes: Bodigizer, Oil

Greg is the local fisherman. You'll find him on the dock most mornings during spring. You'll get a Fishing Rod, and later a Fishing Pole, from Greg.

GOTZ'S HOUSE

- ✱ Hours: Open 11 a.m.–4 p.m.; closed Sundays
- ✱ Occupants: Gotz, Louis

Gotz the Carpenter and Louis, a traveling beekeeper, stay in Gotz's house near the Hot Spring. Gotz can upgrade most buildings on your farm—for a price. You must collect a large amount of Lumber and Gold before you can upgrade your buildings, but you'll find it's worth the expense.



GOTZ

- ❖ Birthday: 2nd day of fall
- ❖ Likes: Curry Powder, Flour, Oil
- ❖ Dislikes: Accessories, Yarn

Gotz is a skilled carpenter, if a bit gruff. You'll often find him wandering around Mother's Hill looking for timber, or in the local Supermarket, but he spends most of his time at home. Speak to him whenever you want to upgrade a building on your farm.

LOUIS

- ❖ Birthday: 2nd day of spring
- ❖ Likes: Bread, Honey
- ❖ Dislikes: Curry Powder, Flour, Oil

Louis is a traveling beekeeper who spends his days in Gotz's House. He's on a mission to find a rare type of bee indigenous to this area. If you find bees on your farm, be sure to take him a jar of their honey.



MAYOR'S HOUSE

- ✱ Occupants: Mayor Thomas, Harris, Kano

There's usually a lot of activity at the Mayor's House. Mayor Thomas doesn't spend all of his time at home, though; he must tour the village often to make sure everything is alright. Harris the Policeman and Kano the Photographer also spend time here.



MAYOR THOMAS

- ❖ Birthday: 25th day of summer
- ❖ Likes: Potatoes, Wine
- ❖ Dislikes: Ores, Strawberry Jam

The Mayor is well respected by the community, and with good reason. He spends his days visiting the villagers and making sure everything is as it should be.

HARRIS

- ❖ Birthday: 4th day of summer
- ❖ Likes: Spa-boiled Eggs, Wine
- ❖ Dislikes: Onions, Ores, Yarn

Harris is the local “police force.” He wanders the town throughout the day to make sure it remains quiet. In Mineral Village, that’s a boring job.



KANO

- ❖ Birthday: 2nd day of winter
- ❖ Likes: Mushrooms, Poisonous Mushrooms, Wine
- ❖ Dislikes: Cucumbers, Potatoes

Kano is a world-class photographer. He dreams of using his photos to show how people and animals can live together in harmony.

ELLEN'S HOUSE

- ✱ Occupants: Ellen, Stu

This is where Ellen, Stu, and Elli live. People visit often to check in on Ellen and Stu, because Ellen has trouble getting around and Stu is too young to take on serious responsibility.





ELLEN

- ❖ Birthday: 13th day of winter
- ❖ Likes: Apples, Bamboo Shoots, Mushrooms, Spa-boiled Eggs
- ❖ Dislikes: Cheese, Cookies, Ores

Ellen is a nice old woman who takes care of Elli and Stu. She doesn't get around much these days, but she's always willing to talk to visitors.

STU

- ❖ Birthday: 5th day of fall
- ❖ Likes: Wild Grapes, Yarn
- ❖ Dislikes: Carrots, Wine

Stu is Ellen's grandson. He's a playful child, but living with his grandmother can be a little dull for him. There are few children in the village, so he usually entertains himself on the path outside their home.



HARVEST SPRITES' HOME



- ✿ Occupants: Aqua, Bold, Chef, Hoggy, Nappy, Staid, Timid

The Harvest Sprites are small, but they can be a huge help to you. You can ask them to work on your farm in exchange for a small gift each day they work. They have a Tea Party every spring, and if you're good to them you'll be invited. The Harvest Sprites have the same likes and they like a lot!

- AQUA** (❖Birthday: 26th day of spring)
- BOLD** (❖Birthday: 4th day of spring)
- CHEF** (❖Birthday: 14th day of fall)
- HOGGY** (❖Birthday: 10th day of fall)
- NAPPY** (❖Birthday: 22nd day of winter)
- STAI** (❖Birthday: 15th day of spring)
- TIMID** (❖Birthday: 16th day of summer)

- ❖ Likes: Accessories, Apple Pie, Bodigizer, Bread, Butter, Cake, Cookies, Flour, Fruit Juices, Green Grass, Honey, Hot Milk, All Kinds of Jam, Omelets, Relaxation Tea, Strawberry Milk, Sweet Potatoes, Mix Juices, Pizza, Wild Grapes, Wine, Yarn



ITEMS

In *Harvest Moon* you can find, make, buy, and sell a number of items. What follows are descriptions of every game item, categorized by type.

Sellable Items

Sellable items include those you can sell for a profit by placing them in your farm's Harvest Bin. Other than what you produce or grow, these are the only things you can sell for money.

NAME	SELL PRICE	SOURCE	USE	EFFECT ON STRENGTH	EFFECT ON FATIGUE
Adamantite Ore	50G	Mine	Money/To make "Makers"	—	—
Apple	50G	Apple tree on farm: harvest in fall	Recipes/Money/Gifts	+2	-2
SUGDW Apple	50G ✿	Salesman	Recipes/Money/Gifts	+2	-2
Bamboo Shoot	50G	Mother's Hill: harvest in spring	Recipes/Money/Gifts	+10	-1
Bracelet	2,000G	Blacksmith/Horse Ranch: make at Blacksmith Shop for 1,000G + Orichalc Ore	Money/Gifts	—	—
Cheese (Small)	300G	Farm/Cheese Maker: make from milk in cheese maker	Recipes/Money/Gifts	+5	-1
Cheese (Medium)	400G	Farm/Cheese Maker: make from milk in cheese maker	Recipes/Money/Gifts	+6	-1
Cheese (Large)	500G	Farm/Cheese Maker: make from milk in cheese maker	Recipes/Money/Gifts	+7	-1
Cheese (Grand)	600G	Farm/Cheese Maker: make from milk in cheese maker	Recipes/Money/Gifts	+8	-2
Chocolate	100G	Thanksgiving Festival: receive from girls who like you	Recipes/Money/Gifts	+2	-2
Earrings	2,000G	Blacksmith/Horse Ranch: make at Blacksmith Shop for 1,000G + Orichalc Ore	Money/Gifts	—	—
Egg	50G	Farm: get from chickens	Recipes/Money/Gifts	+3	-1
Golden Egg	150G	Farm: get from chickens	Recipes/Money/Gifts	+5	-2
Popuri's Egg	50G	Gift from Popuri: connected to a special event	Recipes/Money/Gifts	+3	-2
Spa-Boiled Egg	80G	Farm and Hot Spring: get from chickens	Recipes/Money/Gifts	+4	-1
Fish (Small)	50G	Ocean/River/Stream: keep in farm pond	Recipes/Money/Gifts	+2	-1
Fish (Medium)	120G	Ocean/River: keep in farm pond	Recipes/Money/Gifts	+3	-1

NAME	SELL PRICE	SOURCE	USE	EFFECT ON STRENGTH	EFFECT ON FATIGUE
Fish (Large)	200G	Ocean: keep in farm pond	Recipes/Money/Gifts	+4	-1
Grass (Blue)	100G	Mother's Hill: harvest in spring	Recipes/Money/Gifts	+10	-1
Grass (Green)	100G	Mother's Hill: harvest in fall	Recipes/Money/Gifts	—	-2
Grass (Red)	100G	Mother's Hill: harvest in summer	Recipes/Money/Gifts	-10	5
Honey	50G	Farm: collect from beehive	Recipes/Money/Gifts	+2	-2
Honey (Special)	60G	Farm: collect from beehive after special event	Recipes/Money/Gifts	+2	-2
Mayonnaise (Small)	100G	Farm/Mayonnaise Maker	Recipes/Money/Gifts	+1	-1
Mayonnaise (Medium)	150G	Farm/Mayonnaise Maker	Recipes/Money/Gifts	+2	-1
Mayonnaise (Large)	200G	Farm/Mayonnaise Maker	Recipes/Money/Gifts	+3	-1
Mayonnaise (Grand)	300G	Farm/Mayonnaise Maker	Recipes/Money/Gifts	+4	-2
Milk (Small)	100G	Farm: get from adult cows	Recipes/Money/Gifts	+2	-2
Milk (Medium)	150G	Farm: get from adult cows	Recipes/Money/Gifts	+3	-2
Milk (Large)	200G	Farm: get from adult cows	Recipes/Money/Gifts	+4	-2
Milk (Grand)	300G	Farm: get from adult cows	Recipes/Money/Gifts	+5	-3
Mushroom	70G	Mother's Hill: harvest in fall	Recipes/Money/Gifts	+10	-1
Poisonous Mushroom	100G	Mother's Hill: harvest in fall	Recipes/Money/Gifts	+20	-1
Necklace	2,000G	Blacksmith/Horse Ranch: make at Blacksmith Shop for 1,000G + Orichalc Ore	Money/Gifts	—	—
Junk Ore	1G	Mine	Money	—	—
Copper Ore	15G	Mine	Money/Tool Upgrade	—	—
Silver Ore	20G	Mine	Money/Tool Upgrade	—	—
Gold Ore	25G	Mine	Money/Tool Upgrade	—	—
Adamantite Ore	50G	Mine	Money/To make "Makers"	—	—
Mystrile Ore	40G	Mine	Money/Tool Upgrade	—	—
Orichalc Ore	50G	Mine	Money/Gifts/Make Gifts	—	—
Relax Tea Leaves	1,000G	Receive from Harvest Sprites during their Spring Tea Party	Recipes/Money/Gifts	—	—
Truffle	500G	Mother's Hill: harvest in fall	Recipes/Money/Gifts	+20	-1
Wild Grapes	50G	Mother's Hill: harvest in fall	Recipes/Money/Gifts	+10	-2
Wool (Small)	100G	Farm: take from adult sheep	Money/Gifts	—	—
Wool (Medium)	400G	Farm: take from adult sheep	Money/Gifts	—	—
Wool (Large)	500G	Farm: take from adult sheep	Money/Gifts	—	—
Wool (Grand)	600G	Farm: take from adult sheep	Money/Gifts	—	—
Yarn Ball (Small)	300G	Farm/Yarn Maker: make from wool in yarn maker	Money/Gifts	—	—
Yarn Ball (Medium)	700G	Farm/Yarn Maker: make from wool in yarn maker	Money/Gifts	—	—
Yarn Ball (Large)	800G	Farm/Yarn Maker: make from wool in yarn maker	Money/Gifts	—	—
Yarn Ball (Grand)	1,000G	Farm/Yarn Maker: make from wool in yarn maker	Money/Gifts	—	—

❁ You purchased for 500G

Special Items

Some items you can collect, but not carry in your rucksack. Often rare, these items can prove invaluable to you in your adventure.

NAME	COST	SOURCE	USE
Basket	5,000G	Supermarket	Carries 30 items
Ball	100G	Salesman	Helps train dog and raise its affection level
Mystic Berry	—	Kappa	Fatigue level increases at 1/2 speed
Power Berry	—	Special	Permanently increases Strength by 10 points
Coin	N/A	Mine	Each coin you find in the mine is worth 10G.
Rucksack (Medium)	3,000G	Supermarket	Carries 4 tools and 4 items
Rucksack (Large)	5,000G	Supermarket	Carries 8 tools and 8 items. (Available 10 days after purchase of medium rucksack.)
Vase	5,000G	Salesman	Holds flowers after you build bedroom
Wrapping Paper	100G	Supermarket	Wrapping for birthday presents

Other Items

You may find the following items lying around or you can purchase them at a shop. Although you can carry them with you and store them for later use, none of them may be sold.

NAME	COST	SOURCE	USE
Bodigizer	500G	Clinic	Affects Strength by +50 and Fatigue by -1
Bodigizer XL	1,000G	Clinic/Horse Race	Ship 50 Blue Grass to affect Strength by +100 and Fatigue by -1
Boot	—	All fishing locations	May likes to get this as a gift.
Bottle with Message	—	Ocean	Holds recipe for french fries
Branch	—	Farm/Ocean	Use the Axe to turn Branches into Lumber.
Bread	100G	Supermarket	Use in recipes. Affects Strength by +2 and Fatigue by -1
Chicken Feed	10G	Poultry Farm	To feed Chickens if you don't have Corn to put in water mill
Curry Powder	50G	Supermarket	Cooking: use when making curry rice
Empty Can	—	All fishing locations	May likes to get this as a gift.
Fish Bones	—	All fishing locations	Throw away
Fish Food	20G	Supermarket	To feed the fish in your pond once a day
Flour	50G	Supermarket	Cooking: use when baking
Fodder	20G	Yodel Farm/Grass	To feed cows and sheep if you don't have grass
Grape Juice	200G	Aja Vineyard	Affects Strength by +5 and Fatigue by -2
Invitation	—	Mailbox (in spring)	Get into Ann's birthday party in the spring
Lumber	50G	Gotz/Stumps	Use to build a fence and extensions
Oil	50G	Supermarket	Cooking: use with frying pan
Rice Ball	100G	Supermarket	Use in recipes. Affects Strength by +2 and Fatigue by -1
Stone	—	Farm	Use the Hammer to break Stone
Stone Tablet	—	Lake in Mine	Bears recipe for ketchup
Turbojolt	100G	Clinic	Affects Fatigue by -20
Turbojolt XL	2,000G	Clinic/Horse Race	Ship 50 Green Grass to affect Fatigue by -50
Weeds	—	Farm/Mother's Hill	Throw away
Wilted Weed	—	Farm (in fall)	Throw away
Wine	300G	Aja Vineyard	Affects Fatigue by -5

Kitchen Utensils

To master the art of cooking, you need the right utensils. After you've upgraded your home once, you can purchase all of the following utensils from the TV Shopping Network on Saturdays.

NAME	COST
Frying Pan	2,500G
Knife	3,000G
Mixer	2,500G
Oven	5,000G
Pot	2,000G
Rolling Pin	1,500G
Seasoning Set	5,000G
Whisk	1,000G



Flowers

You can't sell flowers, but you can give them to girls you like. You'll find all of the following flowers growing on Mother's Hill at different times of year. Take plenty of them to the girl of your choice to make a good impression.

NAME	SEASON FOUND	GIVE TO
Magic Red Flower	Fall	Elli
Moondrop Flower	Spring	Karen and Elli
Pink Cat Flower	Summer	Popuri and Elli
Toy Flower	Spring	Popuri and Elli



TOOLS OF THE TRADE

If you want to harvest more than dandelion greens and crabgrass, you need to know your tools and learn how they work. In this chapter, you'll learn about each tool in *Harvest Moon: Back to Nature*, including details on function, upgrades, and cost. Soon you'll be well on your way to earning your neighbors' respect and restoring Grandfather's farm to its former glory and beyond.

Hoe

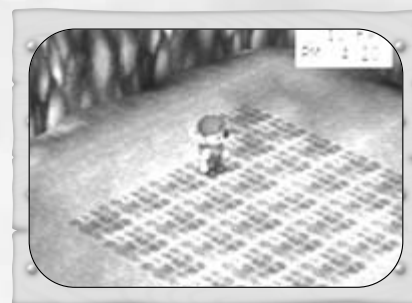
NAME	SOURCE	USE	UPGRADE COST	DESCRIPTION
Hoe	Tool Box	Tilling 1 Square	N/A	Starting Hoe
Copper Hoe	Blacksmith Shop	Tilling 1 x 2 Area	1,000G + Copper Ore	Can upgrade to this after meter is over 100%
Silver Hoe	Blacksmith Shop	Tilling 1 x 3 Area	2,000G + Silver Ore	Can upgrade to this after meter is over 200%
Golden Hoe	Blacksmith Shop	Tilling 1 x 4 Area	3,000G + Gold Ore	Can upgrade to this after meter is over 300%
Mystrile Hoe	Blacksmith Shop	Tilling 1 x 6 Area	5,000G + Mystrile Ore	Can upgrade to this after meter is over 400%

You can't plant your crops without a good Hoe. If you throw seeds on untilled soil, they'll disappear and you'll have wasted hard-earned money.



To till the soil, face the hero toward a clear spot in your field. (You cannot till soil that's covered with weeds, a Stone, a Branch, or a Stump.) Press ■ to till a single square of land. Now you can drop seeds on the tilled soil, but because each pack of seeds covers a 3 x 3 area, you'll want to till more than a single square at a time.

As you upgrade your Hoe, you can till larger areas with less effort. Upgrading requires gold earned from harvesting crops or uncovering the ore in the local mines. The more you upgrade a tool, the more effective it becomes; you'll be able to do more work with less fatigue. Upgrading gets progressively more expensive, so don't expect to be able to upgrade all of your tools right away.



Use the Hoe to dig for ore in the mines, as well. (This is the only tool you can use for digging.) No matter how much you upgrade your Hoe, in the mine you can dig up only a single square at a time.

Sickle

NAME	SOURCE	USE	UPGRADE COST	DESCRIPTION
Sickle	Tool Box	Cutting 1 Square	N/A	Starting Sickle
Copper Sickle	Blacksmith Shop	Cutting 1 x 3 Area	1,000G + Copper Ore	Can upgrade to this after meter is over 100%
Silver Sickle	Blacksmith Shop	Cutting 2 x 3 Area	2,000G + Silver Ore	Can upgrade to this after meter is over 200%
Golden Sickle	Blacksmith Shop	Cutting 3 x 3 Area	3,000G + Gold Ore	Can upgrade to this after meter is over 300%
Mystrile Sickle	Blacksmith Shop	Cutting 5 x 5 Area	5,000G + Mystrile Ore	Can upgrade to this after meter is over 400%

The sickle comes in handy when you want to clear your land of weeds, or when you're harvesting grass to create fodder for your livestock. You probably won't get much Sickle experience at first, but as you begin purchasing and breeding livestock, you'll master it quickly.



To use the Sickle, face whatever you want to cut down, and press **■**. Cutting down weeds causes them to vanish. When you cut down full-grown grass, you create fodder. The fodder is automatically transferred to the feed bin in your barn.

As you upgrade the Sickle, you can harvest more grass and cut down more weeds with less effort and strain. This is a blessing if you've created a large field of grass, because you can't ask the Harvest Sprites to help you collect fodder.



Axe

NAME	SOURCE	USE	UPGRADE COST	DESCRIPTION
Axe	Tool Box	Cutting Branches	N/A	Starting Axe
Copper Axe	Blacksmith Shop	Cutting up Stump with 6 cuts	1,000G + Copper Ore	Can upgrade to this after meter is over 100%
Silver Axe	Blacksmith Shop	Cutting up Stump with 3 cuts	2,000G + Silver Ore	Can upgrade to this after meter is over 200%
Golden Axe	Blacksmith Shop	Cutting up Stump with 2 cuts	3,000G + Gold Ore	Can upgrade to this after meter is over 300%
Mystrile Axe	Blacksmith Shop	Cutting up Stump with 1 cut	5,000G + Mystrile Ore	Can upgrade to this after meter is over 400%

You may not be a legendary lumberjack like Paul Bunyan, but you'll still need a good Axe for chopping wood. Lumber plays a big part in your daily life. You can use it to create fences, fuel a fireplace, and upgrade farm buildings. Expect to spend lots of time chopping wood. You need a lot of it to get a 100 percent rating.

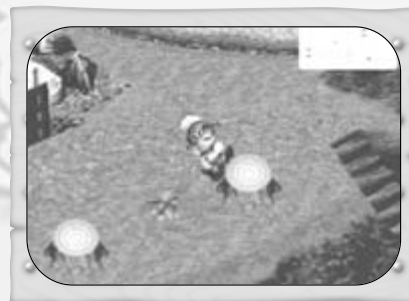


You can get Lumber by chopping up Branches or Stumps. Fallen Branches lie all over your farm at the beginning of the game, and you sometimes snag them when you fish. Because they're small, you can use your basic Axe to chop up Branches by facing the Branch and pressing **■**. You'll receive one piece of Lumber for every Branch you chop up. The lumber is automatically placed in your Woodbin.



You must upgrade to at least a copper Axe before you can cut up a Stump. The better your Axe, the less effort this takes. Each Stump you chop up nets you six pieces of Lumber. Initially, there are several Stumps in your field. You'll find Stumps at the Hot Spring, on Mother's Hill, and near Gotz's house, as well. The Stumps you find anywhere but your farm will be replaced every day, regardless of season, so cut them up as often as you can.

Upgrading your Axe helps reduce the fatigue you experience from chopping wood. By the time you upgrade to the Axe with Mystrile, you can chop an entire Stump with only one whack. Hold **■** until the vein pops up on your character's head, then release it.



Hammer

NAME	SOURCE	USE	UPGRADE COST	DESCRIPTION
Hammer	Tool Box	Breaking Stones	N/A	Starting Hammer
Copper Hammer	Blacksmith Shop	Breaking Big Stones with 3 hits	1,000G + Copper Ore	Can upgrade to this after meter is over 100%
Silver Hammer	Blacksmith Shop	Breaking Big Stones with 2 hits/ Rocks with 5 hits	2,000G + Silver Ore	Can upgrade to this after meter is over 200%
Golden Hammer	Blacksmith Shop	Breaking Big Stones with 1 hit/ Rocks with 3 hits	3,000G + Gold Ore	Can upgrade to this after meter is over 300%
Mystrile Hammer	Blacksmith Shop	Breaking Big Stones with 1 hit/Rocks with 2 hits	5,000G + Mystrile Ore	Can upgrade to this after meter is over 400%

Your field is covered with small, large, and huge Stones. These impede your work, because you can't till the soil under them and you can't walk over them. You can pick up and move small Stones, throw them into the grass to dispose of them, or smash them with your basic Hammer. You can destroy larger Stones only with a Hammer you've upgraded once or twice, depending on the Stone.



By the second year, you'll want to upgrade your Hammer. The more you upgrade it, the easier it gets to dispose of those bothersome Stones. Large Stones can be destroyed with a copper Hammer or better. You can destroy huge Stones only with a silver Hammer or better.

Your Hammer also helps you carry out other tasks. For example, you can flatten tilled soil back into "untilled" soil with a single hit. And if a piece of lumber is damaged in a storm, the only way you can remove it is to smash it with the Hammer.



Watering Can

NAME	SOURCE	USE	UPGRADE COST	DESCRIPTION
Watering Can	Tool Box	Watering 1 Square	N/A	Starting Watering Can
Copper Watering Can	Blacksmith Shop	Watering 1 x 3 Area	1,000G + Copper Ore	Can upgrade to this after meter is over 100%
Silver Watering Can	Blacksmith Shop	Watering 2 x 3 Area	2,000G + Silver Ore	Can upgrade to this after meter is over 200%
Golden Watering Can	Blacksmith Shop	Watering 3 x 3 Area	3,000G + Gold Ore	Can upgrade to this after meter is over 300%
Mystrile Watering Can	Blacksmith Shop	Watering 3 x 5 Area	5,000G + Mystrile Ore	Can upgrade to this after meter is over 400%

You can't count on rain alone to provide water for your crops. Because you must water your plants every day to help them grow, you get a lot of use out of your Watering Can—possibly the most important “tool” in your toolbox.



Watering can take a long time. To fill your Watering Can with water, stand next to a body of water and press **■**. To water your plants, stand in front of them and press **■** again. Your Watering Can doesn't hold an unlimited supply, so you may need to refill it once or twice, depending on how much watering you have to do.



As you upgrade your Watering Can, you'll be able to water larger areas at once. This has a direct impact on how you plant your crops. Because you can water only a single square at first, planting a full 3 x 3 area is pointless: you can't water the center square. After you've upgraded the Watering Can a couple of times, you can water that center square every day, and take full advantage of your seeds and the field.



Miscellaneous Tools

NAME	SOURCE	USE	COST
Bell	Yodel Farm	Calling Livestock	500G
Milker	Blacksmith Shop	Milking Adult Cows	2,000G
Clippers	Blacksmith Shop	Shearing Sheep	1,800G
Brush	Blacksmith Shop	Brushing Livestock	800G
Animal Medicine	Poultry and Yodel Farm	Curing Sick Livestock	1,000G
C.M. Potion	Yodel Farm	Impregnating Adult Cows	3,000G
S.M. Potion	Yodel Farm	Impregnating Adult Sheep	3,000G
Blue Feather	Supermarket/Salesman	Proposing to Your Sweetheart	1,000G
Fishing Rod	Greg (in the Spring)	Fishing	—
Fishing Pole	Greg	Fishing	—

The tools in the foregoing table serve very specific purposes in *Harvest Moon: Back to Nature*. You get the Fishing Rod and the Brush early on, and acquire the other items as you increase your livestock holdings or prepare to propose to that special someone.





CROPS

Crops are an essential part of *Harvest Moon: Back to Nature*. Sure, you can make money foraging and mining, but the real money lies in what you grow.

Choosing Your Crops

Every season except winter has crops associated with it. This leaves you with a lot of planting options. Even though one type of produce may be more profitable than another, you'll still need a good mix for recipes, to give as gifts, and to get special seeds.

Also consider how much work you can handle. Until your tools are upgraded and you've trained the Harvest Sprites, you'll need to keep your farm small. Otherwise, you'll spend all your time in your field, unable to explore the other aspects of the game.

At first, what you plant is determined by what you can afford. This amounts to little at first, but eventually you should be able to buy almost anything you want. Try planting some crops you need harvest only once, at the beginning of the season, and see how well you do. If you don't have time for anything but watering and harvesting, either hire more Harvest Sprites, or simply plant fewer one-time crops after the harvest.

Buying Your Seeds



You can purchase most seeds at the Supermarket, but some you must purchase at the Inn from Won, the traveling salesman.

The Supermarket carries only seeds you can grow during the current season. If Gotz has built you a Hothouse, however, you can grow any kind of seed, regardless of the weather. It's a good idea to buy a few extras each season if you can afford it.

Won sells all of his seeds throughout the year, so you can always go to him when the need arises.

Planting Your Seeds

How you plant your crops is yet another consideration. At first, you should till a 3 x 3 area, but leave the central square untilled. You can't water it, so seeds planted there will grow only on rainy days. After you upgrade to the silver Watering Can (or a better one), you can use the center square with crops that are harvested only once. For those you can harvest repeatedly, wait until you have some Harvest Sprites well trained before you use the center square. You can't harvest it on your own, but the Harvest Sprites can walk right through the surrounding plants to reach the produce there.

There are many ways to plant, but this simple pattern is the best way to get the most out of your field and still get around easily.



Caring for Your Crops

Taking care of your crops requires watering them every day. If you don't, they won't grow and they'll never be ready to harvest. You can water your fields using your Watering Can, or you can hire Harvest Sprites to assist. Rain waters all of your crops automatically, so you needn't bother on rainy days.



Upgrading Your Watering Can



See Saibara the Blacksmith when you have the money and ore you need to Upgrade your Watering Can. (You must use it past the required percentage before it's ready for an upgrade.) Press **[SELECT]** to scroll through to the Tools page to check on the progress of your tools.

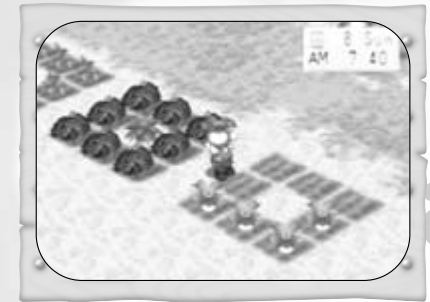
Upgrading your Watering Can makes watering your crops a little easier. After the upgrade, hold **[■]**, then release. You can water an entire

crop patch with just one movement. How much area you can cover depends on the extent of your upgrade.



Time to Harvest

Harvesting your crops is easy. When a plant is ready to harvest, just walk up to it and press **[X]**. Produce will appear in your character's hands. Press **[R2]** to put the item in your rucksack. To place it in the Harvest Bin to ship, press **[R2]** again to put it in your hand, then **[X]** to put it in the bin. It's also a good idea to place some of your harvest in your refrigerator (once you have one). When you place your crops in a basket or bin, try to stand near the center of the container so you don't overshoot it and waste your hard-earned harvest.



NOTE

Hurricanes may occur in summer, snowstorms in winter. These climatic events can damage your crops and destroy your Hothouse. Damage to your field crops is usually minimal, but can still be painful. Losing your Hothouse is far worse, considering the cost of building it and the loss of everything inside.

Build a Hothouse

You can grow crops in the field only in certain seasons, but if you have a Hothouse, you can grow them year-round. Gotz, the local carpenter, can build a Hothouse for you, but not until after you've upgraded all of your other buildings. Hothouses aren't cheap—they cost 30,000 Gold and 580 pieces of lumber—so it may take you a while to save up.





A Special Reward

Special seeds for each season are not available until later in the game. You may purchase them after you've shipped 100 units of every other type of produce from that season, including seeds sold at the Supermarket and by Won. The special seeds are some of the best, so try to buy some within the first year.

Seeds and Produce

The following table lists every crop and the information that pertains to it. Refer to the table as you plan your field each season.

Regardless of its type, any crop's rate of growth depends entirely on the amount of water it receives. *You must water your crops daily to realize the kinds of results noted in the "Days to Grow" column.*

SEED TYPE	COST	SELL PRICE	WHERE TO BUY	SEASONS SEEDS WILL GROW	DAYS TO GROW	HARVEST FREQUENCY	EFFECT ON STRENGTH	EFFECT ON FATIGUE
Cabbage	500G	250G	Salesman	Spring	15	One-time harvest	+3	-1
Carrot	300G	120G	Supermarket	Fall	8	One-time harvest	+4	-1
Corn	300G	100G	Supermarket	Summer	15	Harvest every 3 days	+3	-1
Cucumber	200G	60G	Supermarket	Spring	10	Harvest every 5 days	+3	-1
Eggplant	120G	80G	Supermarket	Fall	10	Harvest every 3 days	+3	-1
Grass	500G	—	Supermarket	Spring, Summer, and Fall	30	Harvest every 10 days	—	—
Green Pepper	150G	40G	Salesman	Fall	8	Harvest every 2 days	+3	-1
Magic Red Flower	600G	200G	Salesman	Fall	11	One-time harvest	—	—
Moondrop Flower	500G	—	Salesman	Spring	6	One-time harvest	—	—
Onion	150G	80G	Supermarket	Summer	8	One-time harvest	+3	-1
Orange Cup	1,000G	60G	Salesman	Hothouse only	9	One-time harvest	+3	-5
Pineapple	1,000G	500G	Salesman	Summer	21	Harvest every 5 days	+5	-2
Pink Cat Flower	300G	—	Salesman	Summer	6	One-time harvest	—	—
Potato	150G	80G	Supermarket	Spring	8	One-time harvest	+3	-1
Pumpkin	500G	250G	Supermarket	Summer	15	One-time harvest	+3	-1
Spinach	200G	80G	Supermarket	Fall	6	One-time harvest	+3	-1
Strawberry	150G	30G	Supermarket	Spring*	9	Harvest every 2 days	+5	-2
Sweet Potato	300G	120G	Supermarket	Fall	6	Harvest every 3 days	+3	-1
Tomato	200G	60G	Supermarket	Summer	10	Harvest every 3 days	+4	-1
Toy Flower	400G	—	Salesman	Spring	13	One-time harvest	—	—
Turnip	120G	60G	Supermarket	Spring	5	One-time harvest	+3	-1

When crop is eaten

Once you have shipped over 100 each of Tomatoes, Corn, Onions, and Pineapples

Once you have shipped over 100 each of Eggplants, Carrots, Sweet Potatoes, and Green Peppers

* Once you have shipped over 100 each of Cabbages, Cucumbers, Potatoes, and Turnips

LIVESTOCK

Your crops are your bread and butter, but you'll also need a full complement of animals on your farm. Raising animals is a great way to earn extra cash, and it allows you to participate in some village festivals you'd just have to watch otherwise.

You can raise six types of animals on your farm—a Dog, a Horse, Chickens, Cows, Sheep, and Fish. This chapter provides all the information you need to raise and care for your livestock.



Livestock

Dog

The Dog Ball is the only Dog-related item. You can buy it from Won for 100 Gold when he visits you. Throw the Dog Ball to make your Dog clever.



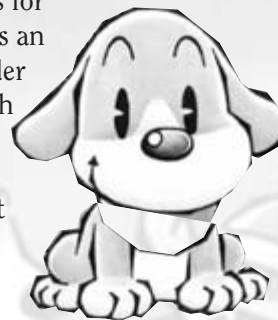
Every farm should have a Dog, and yours is no exception. The Dog is one of the few animals you don't have to purchase—you have it with you from day one. Your Dog can't earn you extra money like other animals can, but it can protect your farm from stray dogs and compete in the Winter Dog Race.

by standing next to it and picking it up (press **×**). If you do this daily, its affection toward you will increase. Don't leave your Dog outside in the rain or snow, or its affection will drop. You never need to feed your Dog.

Building a healthy relationship with your Dog requires just a little effort every day. Give it a big hug



Your Dog loves to be outdoors. It enjoys the fresh air and room to run, plus it can guard your farm. It takes three seasons for your Puppy to become an adult Dog. As an adult, it drives off stray dogs that wander onto your property. This makes it much easier to keep your livestock safe. When you need your Dog, press **[L]** to whistle for it. If your Dog is far away, it may take it a little while to reach you.



To do well in the Winter Dog Race, you must train your Dog. This requires using the Dog Ball that Won offers you once your Dog is fully grown. Toss the ball every day for a while and your Dog will become clever. It takes a lot of playtime before your Dog is ready for the Dog Race.

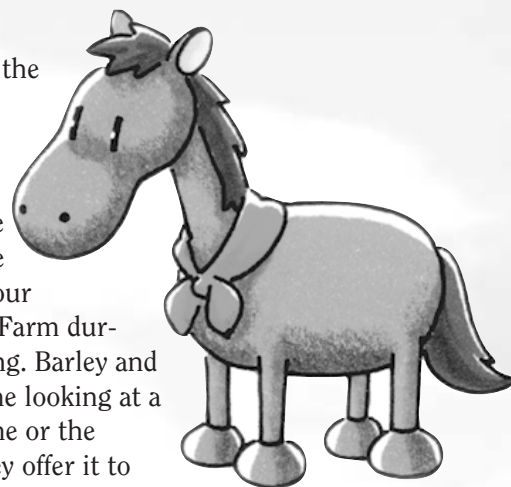


Horse

There is only one Horse-related item. You need to buy a Brush from the Blacksmith for 800 Gold so you can brush your Horse daily.

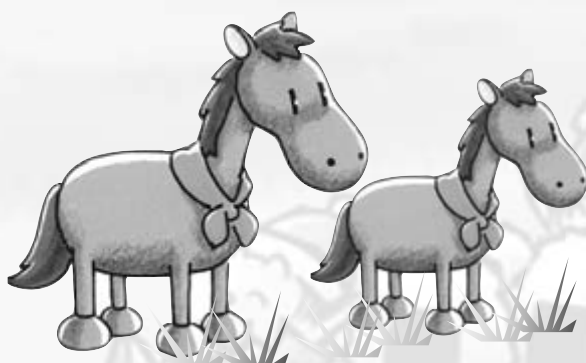


Raising Horses is a favorite pastime of Mineral Village farmers. Normally, Horses are very expensive, but you get your Horse for free. Stop by Yodel Farm during the day sometime in spring. Barley and May will be outside their home looking at a Pony. They don't have the time or the room to take care of it, so they offer it to you. Accept, and the Horse will appear in the Stable on your farm.



Your Horse requires little care. You don't need to feed it. Just brush it every day and ride it around your farm once it's fully grown (this takes a full year from the time you get the Pony). You can purchase the Brush at the Blacksmith's Shop for 800 Gold. Call your Horse once a day to improve its affection toward you.

Riding your Horse helps prepare it for the local Horse Race. The Horse enjoys being ridden, and this helps it bond with you. To ride your Horse, stand facing it and press **X**.



NOTE

Placing produce in your Horse's saddlebag is just like placing it in the Harvest Bin.

Chickens

Chicken-Related Items

ITEM	COST	SELL PRICE	SOURCE	USE
Chicken	1,500G	500G	Poultry Farm	Livestock for your farm
Animal Medicine	1,000G	—	Poultry Farm/Yodel Farm	Cures sick Chickens
Chicken Feed	10G	—	Poultry Farm/Mill	One bag feeds a single Chicken in the Chicken Coop
Egg	—	50G	Chickens	Sell/Eat/Gifts/Recipes (Strength +3/Fatigue -1 when eaten)
Golden Egg	—	150G	Champion Chickens	Sell/Eat/Gifts/Recipes (Strength +5/Fatigue -2 when eaten)



Chickens should be the first animals you invest in. Aside from your Dog and Horse, they're the easiest and least expensive animals to raise. You can purchase Chickens at the Poultry Farm for just 1,500 Gold. This may seem like a lot of money, but it's very little considering what you get in return. Try to purchase a Chicken during the first season.

When you buy a Chicken, it appears in your Chicken Coop immediately. You have room for five Chickens in your first coop, but for enough money and Lumber, Gotz the Carpenter will upgrade it to hold 10 Chickens.



The Chicken Coop comes with everything you need to raise happy, healthy Chickens (except Chicken Feed). A Feed Bin on the back wall will store your Chicken Feed once you buy some. Next to it is an Incubator. Use it to hatch Baby Chicks from the Eggs your Chickens lay. It can hold only one Egg at a time.

To feed your Chickens, place Chicken Feed in the Feed Boxes along the right wall. The Harvest Bin near the door is just like the one near your house. Throw your Eggs into the bin before 5 p.m. every day and Zack will pick them up with the rest of your produce. Don't forget to save a few Eggs to use in recipes and to give as presents.



Feeding your Chickens is easy. You can purchase Chicken Feed from the Poultry Farm for 10 Gold a bag, or place an ear of home-grown Corn in your farm's Mill to create 10 bags of Feed. Any Feed you purchase automatically appears in the Feed Bin in the Chicken Coop. Stand facing the Feed Bin and press **X** to grab enough Chicken Feed to feed one Chicken. Toss the Chicken Feed into a Feed Box by standing near it and pressing **X** a second time. You must place Chicken Feed in as many Feed Boxes as you have Chickens.



While outside, your Chickens will scrounge for worms to feed themselves. Keep your Chickens outside as much as you can. Don't leave them outside on rainy days or during big storms, though, or their affection for you will drop, which means they won't lay Eggs the next day.

Before you take your Chickens outdoors, create a Fence for them out of Lumber. The Lumber Fence will keep your Chickens safe from stray dogs that wander onto your farm. (You can also build a Fence out of Stones, but stray dogs can still get in.) Stray dogs will chase unprotected Chickens until their affection levels drop to zero. Fences also help keep your Chickens in one spot, so you don't have to wander around looking for them.



CAUTION

Big storms such as hurricanes and blizzards can actually blow your Chickens away!

Adult Chickens lay Eggs every day as long as they're happy and well fed. Normal Chickens lay Poor, Normal, or Excellent quality Eggs depending on their mood and level of affection. If you enter a Chicken in the Chicken Festival and it walks away the champion, it will begin laying Golden Eggs, which you can sell for more money. Check the status screen to see which Chickens have won at the festival. (A Golden Egg appears to the right of the champion Chicken's name.)



Breeding Chickens is easy—just place an Egg in an Incubator. It takes three days for an Egg to hatch, then seven more days before the Baby Chick becomes an adult Chicken. You can breed only as many Chickens as you have space for in your Chicken Coop. To make room for more Chickens, either expand your Chicken Coop or sell Chickens back to the Poultry Farm at 500 Gold each.



Chickens can quickly grow to like you. As long as you make sure they're fed every day, their affection will grow. You can speed things up by handling your Chickens. Pick them up and move them a little, or take them outside on nice days.

Chickens are a great source of income and they're relatively low maintenance compared to other animals. Begin raising Chickens right away for a constant source of income, and Eggs for gifts and recipes.



Cows

Cow-Related Items

ITEM	COST	SELL PRICE	SOURCE	USE
Cow	6,000G	3,000–8,000G [■]	Yodel Farm	Livestock for your farm
Animal Medicine	1,000G	—	Yodel Farm/Poultry Farm	Cures sick Cows
Bell	500G	—	Yodel Farm	Draws your Cows into and out of the Barn
Brush	800G	—	Blacksmith	Brush your Cow daily
C.M. Potion	3,000G	—	Yodel Farm	Impregnates a healthy, happy, adult Cow
Fodder	20G	—	Yodel Farm	One bag feeds one Cow.
Milk (S)	—	100G	Cow (low affection)	Sell/Eat/Gifts/Recipes (Strength +2/Fatigue -2 when eaten)
Milk (M)	—	150G	Cow (medium affection)	Sell/Eat/Gifts/Recipes (Strength +3/Fatigue -2 when eaten)
Milk (L)	—	200G	Cow (high affection)	Sell/Eat/Gifts/Recipes (Strength +4/Fatigue -2 when eaten)
Milk (G)	—	300G	Champion Cow	Sell/Eat/Gifts/Recipes (Strength +5/Fatigue -3 when eaten)
Milker	2,000G	—	Blacksmith	Milk your Cow daily

■ depending on its affection level

Cows are expensive animals, but they're a great source of income. You can get Milk every day from happy, healthy, adult Cows. You can sell or drink the Milk, give it as a gift, use it in recipes, or use a Cheese Maker to turn it into Cheese.



Saving the money to purchase a Cow takes time. Yodel Farm sells Cows for 6,000 Gold a head—quite a lot at the beginning of the game. Try to purchase your first Cow in summer or fall of the first year. When you buy a Cow, it will automatically appear in the Barn on your farm. Begin taking care of it right away.

Feeding a Cow inside your Barn requires Fodder. You can buy Fodder at Yodel Farm for 20 Gold a bag, or cultivate your own by planting and harvesting Grass. Buy Grass Seeds at the Supermarket for 500 Gold a bag. Grass grows without watering throughout spring, summer, and fall, and



never needs to be replanted. It takes 20 days for it to mature the first time; after that you can harvest it every 10 days. Harvested Grass becomes Fodder and automatically appears in the Barn's Feed Bin.



Box, stand in front of it and press **X** again. You must put down enough Fodder for all of the Cows and Sheep you own.

You can also feed Cows by letting them eat mature Grass in your field. Wait for the Grass to grow to its full height, then lead your Cows out of the Barn and into the pasture. The Cows will graze on their own, eliminating the need to harvest the Grass and feed it to them in the Barn. Don't put your Cows in the pasture on rainy days, though, or their affection toward you will decrease and they won't produce Milk the next day.



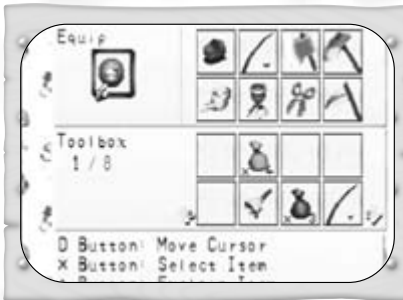
Cows require more care than just a daily feeding. You must talk to them, brush them, and milk them every day to raise their affection toward you. To brush and milk a Cow, you must purchase a Brush (800 Gold) and a Milker (2,000 Gold) from the Blacksmith's Shop.



You can milk your Cows only once a day, and only if they're in a good mood and healthy. The amount of Milk you get from a Cow depends on its affection toward you. There are three normal quantities—Small, Medium, and Large. You can get a fourth size, Grand, from Cows that win the Cow Festival in the summer.



Cows may become ill if they aren't fed regularly or if they're left out in the rain. Sick Cows don't produce Milk and can't be impregnated. To cure a sick Cow, buy Animal Medicine from the Poultry Farm or Yodel Farm for 1,000 Gold, and then give it to the sick animal. If you take really good care of your livestock and keep a close eye on the weather forecast, you may never have a sick animal.



To get more Cows, either purchase them from Yodel Farm or use a Cow Miracle Potion to impregnate a healthy adult Cow. Pregnant Cows don't produce Milk and you can't enter them in the Summer Cow Festival. It takes 20 days for a Baby Calf to be born. To learn how many days are left before the birth, talk to the pregnant Cow. It takes 14 days for a Baby Calf to become a Calf, and then another 14 before it becomes an adult Cow. You can't milk a Calf, but you'll still want to speak to it and brush it every day so it learns to like you.

The Barn initially holds up to 10 Cows and Sheep. The local carpenter, Gotz, can expand the Barn to hold 20 animals. Expanding the Barn isn't cheap, but it's worthwhile. The larger Barn allows you more options when breeding Cows, which you can sell back to Yodel Farm. Refer to the following table to determine how much you will earn.

Cow Sale Prices

AFFECTION LEVEL	SELL PRICE
0-3 Hearts	3,000G
4-6 Hearts	4,500G
7-10 Hearts	5,000G
Champion Cow	8,000G





NOTE

Technically, Gotz doubles the size of your barn when he upgrades it. It now has 22 Fodder Bins, but you can only house 20 Cows and Sheep. If you try to buy two more, Barley will not sell them to you.

Sheep

Sheep-Related Items

ITEM	COST	SELL PRICE	SOURCE	USE
Sheep	4,000G	2,000G–6,000G	Yodel Farm	Livestock for your farm
Animal Medicine	1,000G	—	Yodel Farm/Poultry Farm	Cures sick animals
Bell	500G	—	Yodel Farm	Calls your Sheep into and out of the Barn
Brush	800G	—	Blacksmith	Brush your Sheep every day
Clippers	1,800G	—	Blacksmith	Get Wool from a Sheep every seven days
Fodder	20G	—	Yodel Farm	One bag feeds one Sheep.
S. M. Potion	3,000G	—	Yodel Farm	Impregnates a healthy, happy, adult Sheep
Wool (S)	—	100G	Sheep (low affection)	Sell or turn into Yarn with Yarn Maker
Wool (M)	—	400G	Sheep (medium affection)	Sell or turn into Yarn with Yarn Maker
Wool (L)	—	500G	Sheep (high affection)	Sell or turn into Yarn with Yarn Maker
Wool (G)	—	600G	Champion Sheep	Sell or turn into Yarn with Yarn Maker



Sheep are a good source of income, and they should be the third type of livestock you invest in. You can sell their Wool for a tidy profit, or breed them and sell them back to Yodel Farm. Purchase Sheep from Yodel Farm for 4,000 Gold. When you buy a Sheep, it automatically appears in your Barn. Begin caring for your new animals the day they arrive.

You must have Fodder to feed your Sheep inside the Barn. You can purchase Fodder at

Yodel Farm for 20 Gold a bag, or create your own by planting and harvesting Grass. Buy Grass Seed at the Supermarket for 500 Gold a bag. Grass grows without watering throughout spring, summer, and fall and never needs to be replanted. It takes 20 days for it to grow to maturity. Then you can harvest it every 10 days. Harvested Grass becomes Fodder and automatically appears in the Barn's Feed Bin.





Stand in front of the Feed Bin and press **X** to grab enough Fodder to feed one Sheep. To place the Fodder in an empty Feed Box, stand in front of it and press **X** again. You must put down enough Fodder for all of the Cows and Sheep you own.

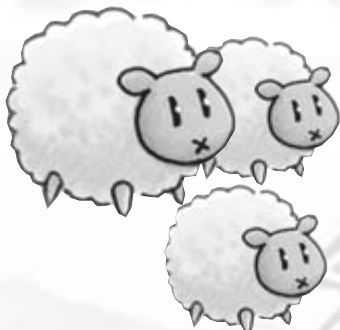


You can also feed your Sheep by letting them eat mature Grass in your field. Wait for the Grass to grow to its full height, then lead your Sheep out of the Barn and into the pasture. The Sheep will graze on their own, eliminating the need to harvest the Grass and feed it to them in the Barn. Don't put your Sheep in the pasture on rainy days, though, or their affection toward you will decrease.



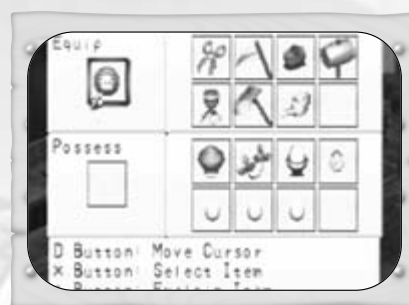
Take care of your Sheep by talking to them and brushing them daily.

Shear them using the Clippers (1,800 Gold from the Blacksmith's Shop). The amount of Wool you get—Small, Medium, Large, or Grand—is based on the Sheep's mood and affection level. Only Sheep that win the Fall Sheep Festival will produce Grand Wool. Once sheared, a Sheep's Wool will grow back to its full length in seven days.



Sheep may become ill if they aren't fed regularly or if you leave them out in the rain. Sick Sheep can't be impregnated, their Wool won't grow, and you can't enter them in the Sheep Festival. To cure a sick Sheep, purchase Animal Medicine from the Poultry Farm or Yodel Farm for 1,000 Gold and give it to the sick animal. If you take good care of your livestock and keep a close eye on the weather forecast, you may never have a sick animal.

To get more Sheep, either purchase them from Yodel Farm, or use a Sheep Miracle Potion to impregnate a healthy adult Sheep. You can't shear pregnant Sheep or enter them in the Fall Sheep Festival. It takes 20 days for a Lamb to be born. To learn how many days are left before the birth, talk to the pregnant Sheep. A Lamb becomes an adult Sheep in 14 days.

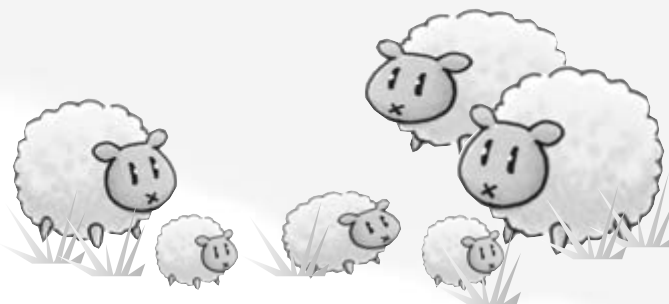


Your Barn can initially hold up to 10 Cows and Sheep. Gotz the Carpenter can expand the Barn to hold 20 animals. Expanding the Barn isn't cheap, but it's worthwhile. The larger Barn allows you more options when breeding Sheep, which you can sell back to Yodel Farm. Refer to the following table to determine how much you'll earn.



Sheep Prices

AFFECTION LEVEL	SELL PRICE
0-3 Hearts	2,000G
4-6 Hearts	3,000G
7-10 Hearts	3,500G
Champion Sheep	6,000G



Fish

Fish-Related Items

ITEM	COST	SELL PRICE	SOURCE	USE
Small Fish	—	50G	Water	Sell/Eat/Gifts/Bait/Stock Fish Pond/Recipes (Strength+2 /Fatigue -1 when eaten)
Medium Fish	—	120G	Water	Sell/Eat/Gifts/Bait/Stock Fish Pond/Recipes (Strength+3 /Fatigue -1 when eaten)
Large Fish	—	200G	Water	Sell/Eat/Gifts/Bait/Stock Fish Pond/Recipes (Strength+4 /Fatigue -1 when eaten)
Fish Food	20G	—	Supermarket	Put in Fish Pond once a day to feed Fish
Fishing Rod	—	—	Greg (spring)	Catching Fish
Fishing Pole	—	—	Greg	Catching Legendary Fish



Fishing is a good way to earn extra money. You can gather and breed Fish in your farm's Fish Pond, but you'll need a Fishing Rod or Fishing Pole. Greg the Fisherman gives you a Fishing Rod in the spring if you visit the dock between 6 and 9 a.m. He gives you a Fishing Pole when you have 50 Fish in your Fish Pond.

with the Fishing Rod (or Pole) equipped. Press and hold ■ to cast the line. Continue to hold ■ until you see the bobber snap under water or your character strain against a tug on the line. Quickly release ■ ; if you're lucky, you'll catch a Fish or a useful object. If you aren't lucky, you'll end up with an empty hook or worthless garbage.

Fishing requires time and patience. Stand facing a body of water



Fish come in three normal sizes—Small, Medium, and Large. You can sell your catch, give it as a gift, use it in a recipe, or put it in the Fish Pond on your farm. (Just toss a Fish into the Fish Pond to keep it.) Besides Fish and garbage, you can catch a Power Berry or a bottle containing a recipe when you fish in the ocean.



Once you put a Fish in your Fish Pond, you must put Fish Food in the pond every day. Purchase Fish Food at the Supermarket for 10 Gold a bag. Any food you buy automatically appears in the Feed Bin next to the Fish Pond. Feeding the Fish requires only one bag of food per day, no matter how many Fish are in your pond.

The Fish in your pond will breed (slowly) as long as you remember to feed them every day. If you forget, your Fish will never breed. Small and Medium Fish eventually grow into Large Fish, which are worth more when sold.

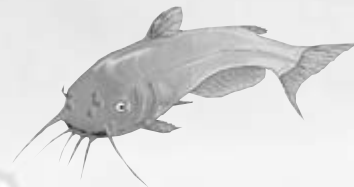
Gather and breed 50 Fish in your pond. When you do, Greg will stop by and give you the Fishing Pole, which you can use to catch even bigger, Legendary Fish.



You can catch Legendary Fish only with the Fishing Pole. They're so large you can't take them home or sell them. Instead, you get a Fish Print. View your collection of Fish Prints on the status screen. Get all six Fish Prints to become known as a Good Fisherman. The following table lists the six Legendary Fish and when and where you can find them.

Legendary Fish

FISH	SOURCE	REQUIREMENTS
Angler	Ocean during winter	Between 10 p.m. and 8 a.m.
Carp	Mother's Hill lake	Must have the five other Fish Prints
Catfish	Winter Mine underground lake	No special requirements
Char	Waterfall or river	Must have recipes for Sashimi, Grilled Fish, and Sushi
Sea Bream	Ocean during spring, fall, or winter	Must have sold more than 200 Fish
Squid	Ocean during summer	Throw a small Fish in the water as bait (good for one day)



SPRING: YEAR ONE



		Year One		Spring		
Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

3	Harris and the Salesman	☼ =Special Event
8	Goddess Festival	
14	Spring Thanksgiving	
15	Mayor Needs Ingredient:	
18	Local Horse Race	
22	Cooking Festival	
	Playtime	



Spring Seeds Available

SEED TYPE	COST	SELL PRICE	WHERE TO BUY	SEASONS SEEDS WILL GROW	DAYS TO GROW	HARVEST FREQUENCY	EFFECT ON STRENGTH ☼	EFFECT ON FATIGUE ☼
Cabbage	500G	250G	Salesman	Spring	15	One-time harvest	+3	-1
Cucumber	200G	60G	Supermarket	Spring	10	Harvest every 5 days	+3	-1
Grass	500G	N/A	Supermarket	Spring, Summer, and Fall	20	Harvest every 10 days	—	—
Potato	150G	80G	Supermarket	Spring	8	One-time harvest	+3	-1
Strawberry	150G	30G	Supermarket	Spring☼	9	Harvest every 2 days	+5	-2
Turnip	120G	60G	Supermarket	Spring	5	One-time harvest	+3	-1

☼ When crop is eaten

☼ Once you have shipped over 100 each of Cabbages, Cucumbers, Potatoes, and Turnips

Forageable Items

NAME	SOURCE	SELL PRICE	USE	EFFECT ON STRENGTH ☼	EFFECT ON FATIGUE ☼
Blue Grass	Hot Spring/Gotz Property	100G	Recipes/Money/Gifts	+10	-1
Bamboo Shoot	Hot Spring	50G	Recipes/Money/Gifts	+10	-1

☼ When crop is eaten

SPRING SEASON GOALS

Target Percentage: 9%

- ✿ Get to Know Your Neighbors
- ✿ Reclaim the Field
- ✿ Plant Your First Crops
- ✿ Get the Fishing Rod
- ✿ Mine Ore
- ✿ Adopt a Horse
- ✿ Grow some Grass
- ✿ Buy a Chicken
- ✿ Buy a Larger Rucksack



GET TO KNOW YOUR NEIGHBORS

You may be anxious to get going on your farm and earn lots of money, but make sure you get to know the townsfolk, too. Building strong relationships is extremely important—for lots of reasons.



There's more to your character's life than farming. You'll want to find a girlfriend, for one thing. The eligible girls in the town are Karen, Ann, Popuri, Mary, and Elli. Talk to them all and decide

whom you want to romance into becoming your wife. Lavish her with gifts and attention, and you'll slowly earn her love. Eventually this should lead to getting married and having a child.



Getting to know the rest of the locals is equally important. As people learn to like you, they'll offer you opportunities and disclose some of their favorite recipes. Don't get so wrapped up in the day-to-day life of the farm that you forget to stop by and say hello to a neighbor. It never hurts to take along a gift, no matter how small. Refer to "Mineral Village and Its Characters" for more information about your neighbors.

RECLAIM THE FIELD

You can't plant much until you've done some work on your grandfather's field. It's badly overgrown and the soil is hard to move around. Spend the first few days of spring clearing a 13 x 13 area where you can till soil and plant crops. You won't need more room than this because you'll be short on cash, and the quality of your tools limits the crops you can handle effectively.



Try not to destroy all the stones. These may be useful later on. Move them to a part of the field you won't use for a while. You can't destroy large Stumps and Stones with your basic tools. You must upgrade your tools at the Blacksmith's Shop before tackling these tough jobs. Use the Sickle on weeds, the Hammer on Stones, and the Axe on Branches.

PLANT YOUR FIRST CROPS

Because this is your first crop-planting experience, we'll provide more detail here than we will later on. First, clear a small portion of the field to make room for your crops. Try to clear an area close to the Harvest Bin near your home. That way you won't have far to walk when you harvest your crops later.



quick cash.

Next, purchase seeds from the Supermarket. You have little money, and this limits your purchases. Buy a few packs of Turnip Seeds first. They aren't worth much, but they grow fast and right now you just need to make some

NOTE

After you've shipped 100 each of Turnips, Potatoes, Cucumbers, and Cabbages, you can purchase Strawberry Seeds from the Supermarket. Strawberries are a great crop, but you're unlikely to ship that much produce in your first season. Count on getting Strawberry Seeds next spring.

Take the seeds back to your farm. Use your Hoe to till a 3 x 3 area, leaving the center of the area flat (untilled). Stand in the center of the tilled soil and press **■** to plant a bag of Turnip Seeds. The seeds will fall around you and settle into the tilled soil. You lose any seeds that land on untilled soil, so take care where you stand.



Leave the center patch flat so you can move easily around your fields. With your current tools, you can't water the center spot anyway, so seeds there would grow only on rainy days. If you leave the center spot untouched, you can hop over your plants on the run and get around faster. It isn't worth limiting your movements for the minimal extra cash you might make over the season.



Seeds won't grow without water, so get your Watering Can from the Tool Box. Head to the Fish Pond near your empty Chicken Coop. Press **■** to fill the Watering Can. Go to your freshly planted crops and water each square that contains seeds. You *must* do this every day if you want your crops to grow quickly. The plants won't grow on days you neglect to water them (unless it rains).

If you water the plants every day, you'll have a field full of Imature Turnips in just five days. To harvest them, stand in front of them and press **×**. Then carry the Turnips to the Harvest Bin and press **×** to toss them in. Take care not to miss the bin. You lose any Turnips that hit the ground.



When Zack picks up the crops at 5 p.m., you'll earn your money back and then some. Return to the Supermarket and purchase more seeds so you can begin the process again. Now that you have more money, you may want to try some different crops.

GET THE FISHING ROD

Fishing is a great way to earn extra money, but you can't fish if you don't have a Fishing Rod. Where can you get one? During spring you can get a Fishing Rod from Greg the Fisherman. He fishes on the pier during the morning hours. If you stop by between 7 and 10 a.m. he'll ask if you like to fish, and whether you'd like to try it. Answer yes and he'll give you your very own Fishing Rod.





Try it out. Stand on the end of the pier facing the water. Press **T** and hold **■** to throw out your line. Continue holding **■** until you see the bobber move violently. (Your character will rear back.) Release **■** quickly and you may catch a Fish. Fish normally come in three sizes—Small, Medium, and Large—and sell for various prices. There's also a chance you may catch only garbage, or nothing at all.

To breed your own Fish, carry any Fish you catch back to your farm. Stand next to the edge of the Fish Pond and throw them in the water. Now you must feed your Fish every day. Fish Food is available for 20 Gold per bag at the Supermarket. The food will automatically be put in the Feed Bin next to the pond. No matter how many Fish you have in the pond, you only need to throw in one bag of Fish Food a day. Feed them every day and eventually they'll begin to multiply. If you fail to feed them, they'll never reproduce. You also may sell Fish you catch or breed. They're great for eating and as a recipe ingredient, as well.



Not all of the garbage you catch while fishing is useless. You may catch a bottle containing a recipe. May of Yodel Farm loves to receive Empty Cans and Boots as presents, so give them to her as often as you can.

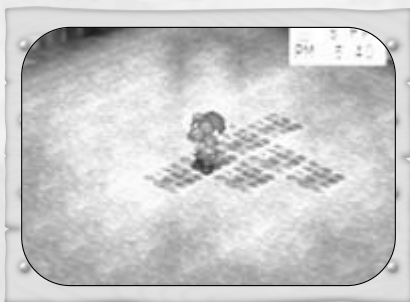
Try to collect 50 Fish in your Fish Pond. If you do, Greg will stop by and give you a Fishing Pole. The Fishing Pole is better than the Fishing Rod because it allows you to catch the Legendary Fish. These Fish are too large to take home or sell, but catching them yields Fish Prints. You may view the Fish Prints you collect in the game's submenu. Collect all six Fish Prints to become a Good Fisherman.



Consult "Livestock" for a table of all six Legendary Fish, and when and where you can find them.

MINE ORE

You may be busy caring for Chickens and raising crops, but there's another duty you mustn't ignore. Mining ore in the nearby cave provides you with a valuable source of income and allows you to upgrade your tools.



Each day after you've planted and watered your crops, and when there isn't a special event requiring your attention, go to the cave near the Hot Spring and dig for ore. Using your Hoe, press ■ to till a single square of the floor. Usually you'll dig up ore that isn't worth much; you can just press × to dispose of it. Sell the more valuable ores—Copper, Silver, Gold, and Mystrile—or take them to the Blacksmith with a tool for upgrade. If you haven't purchased a larger Rucksack or a Basket from the Supermarket, you can hold only two pieces of ore at a time, so you must make several trips between the mine and your bin to deposit the ore you wish to sell.

You can mine many types of ore in the cave. With each floor you descend, you'll find more and more precious bits of ore. As soon as you can afford to, purchase a Basket from the Supermarket. You can carry it into the mine and fill it with as many as 30 pieces of ore. The fewer trips you must make back to your farm, the more time you'll have to dig.



Mining for ore is hot, exhausting work. Don't let your character get too tired, or he'll end up in the village Clinic where the Doctor will keep him all day. Worse, your character will sleep until *noon* the next day. You'll lose valuable time and your character will be unable to work much until he's fully rested.

Your character will let you know when he's getting tired. At first he'll pause and wipe his brow. Then he'll bend over, gasping for breath. If you continue to push him, he'll have a brief spell of exhaustion and fall to the ground. If you ignore these warnings, the next time you'll see your character is when he wakes up at the Clinic.



To avoid exhaustion, eat food and spend time in the Hot Spring. Sitting there for an hour will relax your character and restore some of his strength and stamina so he can resume his mining duties.

Deposit all of the ore you mine in the Harvest Bin by 5 p.m. Zack will pick it up with the rest of your produce, earning you a tidy profit.

ADOPT A HORSE

Within your first few days, you should head to Yodel Farm during the day and introduce yourself to Barley and May and their dog, Hana. They have a new Pony they can't take care of and they'll ask you to welcome it into your heart and home. Accept, and give it a fitting name. The Pony will be taken to your farm and placed in your stable. Give it attention every day by talking to it and brushing it. It will learn to love you and once it matures, you'll have a champion thoroughbred.

NOTE

It's difficult to tell by size alone when your Pony has grown into a Horse. The telltale sign is the saddle that appears on the Horse's back.



NOTE

Purchase a Brush for your Pony. It costs 800 Gold at the Blacksmith's Shop. No matter what, you should acquire your Pony in the first season so you can participate in the Horse Race next season. If you can't afford the Brush yet, just talk to the Pony every day. This will strengthen your relationship with the animal a tiny bit anyway. Purchase the Brush as soon as you can to really begin strengthening your relationship with your Pony.

GROW SOME GRASS

Grass Seed is expensive, but well worth the cost. You'll need lots of Fodder to feed the Cows and Sheep you hope to own someday. You can either buy the Fodder you need at Yodel Farm or plant a pasture and harvest your own. Don't waste too much money on Grass right away, though. You'll need only about a 3 x 6 area (two bags of Grass Seed) until you purchase animals of your own. You don't need to water Grass Seed. To harvest Grass, wait until it's fully grown and then cut it down with the Sickle. The cut Grass automatically appears in your Feed Bin in the barn.



BUY A CHICKEN

No farm would be complete without a full complement of barnyard animals. You can't afford a Cow or a Sheep right away, but you should be able to purchase a Chicken. Visit the Poultry Farm and speak with Popuri's mother, Lillia. She'll sell you a Chicken for 1,500 Gold. You'll also need to purchase some Chicken Feed at 10 Gold a bag, but that's a bargain compared to the bird itself. Initially you can get away with purchasing about 25 bags.

The Chicken you buy will appear in your Chicken Coop, where you must feed it every day. In return, it will provide you with Eggs you can eat, sell, or place in the incubator to hatch Chicks. Your Chicken Coop can hold five Chickens right now, so begin hatching Eggs right away. It won't take long for you to fill your Chicken Coop so you can begin selling Chickens back to the Poultry Farm for 500 Gold each.



Feeding Chickens is easy. Just grab some seed from the bin inside the coop and place it in a Feed Box. You must fill as many Feed Boxes as you have Chickens. If you fail to feed your Chickens, they'll produce no Eggs and their heart ratings will lower, reducing the quality of their Eggs when they do lay them.



Create a Fence in your field using Lumber or Stones and place your Chickens inside. A Lumber Fence will keep your Chickens from wandering around your field and it will protect them from stray dogs. A Stone perimeter will keep your Chickens corralled, but stray dogs can walk right in.

You don't have to provide Chicken Feed on days you put the Chickens outside, so do it as often as possible. Don't leave them out in the rain or storms, though, or the wind may blow them away.

BUY A LARGER RUCKSACK

Purchase a larger Rucksack as soon as you can. The Rucksack you begin with can hold only two tools and two items at once. This limits its usefulness and helps little with harvesting and other daily chores.



As soon as you can save up 3,000 Gold, visit the Supermarket and purchase the Medium Rucksack. It holds four tools and four items at a time. Now you can harvest your fields faster and you don't have to run back and forth as often to switch out tools.

The next item available for sale at the Supermarket is the Basket. The Basket will be a major help for you as

you mine for ore. It holds 30 items, so it will save you many trips back and forth to the Shipping Bin. Visit the Supermarket as soon as you can afford to purchase the Basket for 5,000 Gold.



The Medium Rucksack is helpful, but if you really want to make your life as a farmer easier, save up 5,000 Gold and purchase the Large Rucksack (available 10 days after you purchase the Medium Rucksack). It carries eight tools and eight items, allowing you to harvest your fields easily. It's particularly helpful when you forage for goods and mine for ore. You'll need the Large Rucksack to participate in the Harvest Sprites' Spring Tea Party as well, because you must take seven gifts.

Overall, Rucksacks are any farmer's best investment. Purchase them right away, before you buy barnyard animals.

FINAL DAYS OF SPRING

Toward the end of spring, when you know your crops won't be producing any more, use the Sickle to clear the land and prepare for summer. You can't purchase summer seeds until after summer begins, but at least you can get the land ready for them.



Decide in advance where to plant your summer crops. Till any additional soil now, before you buy seeds. Your goal is to increase the size of your fields for summer, thereby increasing your cash flow.



By the time spring ends, you should have upgraded your Rucksack and your Axe, and own a Chicken and a Horse.



You may not be ready to purchase a ring and set a wedding date, but you should have scoped out a future love interest by now. Once you've chosen which girl to woo, set aside time to visit her frequently and lavish her with gifts.

Make sure your bank account contains a healthy sum so you can afford to purchase seeds for summer and so you have enough to begin upgrading your tools and your Chicken Coop.





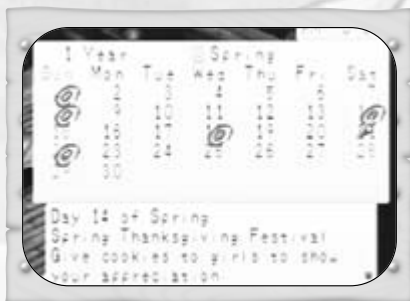
FESTIVALS

SPRING GODDESS FESTIVAL



3th Day of Spring

To celebrate the new season, the young girls in town don goddess costumes and dance in Rose Square. You can't take part because you're a boy, but on the seventh day of spring you can ask to accompany a girl to the festival. Unless you've put a lot of effort into wooing a village girl, you'll probably have to go alone this year, though. Be sure you attend the festival so you can meet your neighbors and begin thinking about which girl you'd like to court if you haven't figured that out yet. The Goddess Festival begins at 10 a.m. and lasts until 6 p.m., so make sure you have most of your chores done before you go.



SPRING THANKSGIVING



14th Day of Spring

Unlike the other festivals, Thanksgiving is not a large gathering. It's more of a time to exchange gifts. This is your chance to give a Cookie to a girl you like. Doing so will increase the girl's affection toward you. You probably don't have a Kitchen and the right ingredients yet, though, so you won't be able to participate in the festival this year. Don't bother buying a Cookie from the Inn—your character will eat it immediately.

HORSE RACE



18th Day of Spring

The Horse Race is one of the most popular festivals of the year. Anyone who owns an adult Horse can enter the race; everyone else can buy tickets for 50 Gold each and bet on their favorite Horse and jockey to win. You only have a Pony at this point, so settle for placing a few bets. You don't have much money, so place a couple of small bets and see how you do. You can try to win lots of tickets next year when you compete. Eventually you'll want to win tickets to buy some rare prizes (the Power Berry is best). The races begin at 10 a.m. Don't be late, or you may miss your chance to bet.



COOKING FESTIVAL



22nd Day of Spring

The Cooking Festival gives the townsfolk the opportunity to show off their cooking skills. It should be no surprise that Doug and Ann are the favorites to win. At this point, you won't have the tools, food, and recipes you need to make a winning dish, but that doesn't mean you can't participate. If you have a Chicken, enter a Spa-boiled Egg, but don't expect to win with such a simple entry. The Cooking Festival begins at 10 a.m. and ends at 6 p.m. Try to complete your farm chores before you go, but be sure to get there by 11 a.m. If you arrive at a festival more than an hour after it begins, you will not be able to participate.

CHARACTER EVENTS

MEET THE GIRLS



Date Varies

You'll meet the girls in town one at a time. Explore widely and talk to everyone so you don't miss out on these events.

Ann	Ann's father helps you get to know his daughter at the Inn.
Elli	You can almost always find her at the Clinic.
Karen	Meet her at the Supermarket.
Mary	Find her at Rose Square.
Popuri	Visit her at the Poultry Farm.



HARRIS AND THE SALESMAN



3rd Day of Spring



When you exit your home, you'll find Harris the Policeman in search of a suspicious man wearing colorful clothing. Go to Rose Square and to Gotz's House to see the entire event. The stranger eventually sets up shop at the Inn, where he'll gladly sell you rare seeds unavailable at the Supermarket.

TIP

To get the Harvest Sprites to work for you during the spring, talk to them five times. Eventually they'll offer to take on a job. Begin working with them right away so they can get better at their jobs before your farm gets much larger. Give them a bag of Flour each day they work (50 Gold per bag at the Supermarket), and their affection toward you will increase rapidly. Having all the Harvest Sprites working for you can be expensive. To offset this cost, keep Chickens; they'll lay Eggs daily and these sell for 50 Gold each. Once a Sprite's hearts are maxed out, you can pay it with Eggs instead of Flour. Just keep in mind that the Tea Party can only take place on days when all seven Harvest Sprites are at home, so if you want to participate in the party you'll need to give them at least one day off.



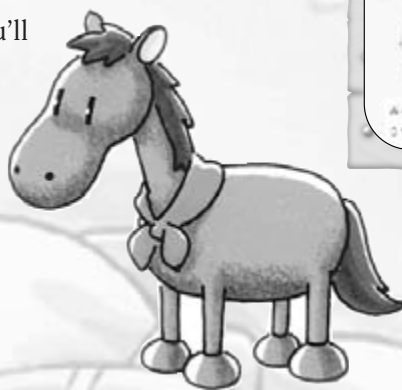


ADOPT A HORSE



First Visit to Yodel Farm

The first time you visit Yodel Farm, you'll get the chance to adopt a Pony that Barley and May can't care for. Don't pass up this chance. The Pony it will grow big enough for you to ride and you can participate in a Horse Race.



SPRING TEA PARTY



Any Spring Day, 3-4 p.m.



The Harvest Sprites throw the Spring Tea Party at the beginning of every year. It's a season-long party and the Sprites are reluctant to miss out on the fun, so they won't be eager to work on your farm. Bring gifts for the Sprites and you can participate in the Tea Party once a year, which gets you the rare Relax Tea Leaves. You must have the Large Rucksack to participate in the Spring Tea Party. That way you can carry the seven gifts you must hand out. If you try to take a couple of gifts and then leave to get more, the Tea Party will end before you return.

MAYOR NEEDS INGREDIENTS



15th Day of Spring

With the Cooking Festival coming up fast, the Mayor will visit your farm in search of ingredients for his recipe. You must deliver three vegetables to him by the 21st—plenty of time to grow some, if you don't have some available already. When your vegetables are ready to harvest, take three of them to the Mayor at his home. He'll be extremely grateful, and he'll pay you for them. This exchange goes a long way toward making the Mayor your friend.



PLAYTIME



Date Varies

One day, May and Barley will show up at your farm in the morning. May is lonely and wants someone to play with. You can suggest a place for her to go. Point them toward the Church; Pastor Carter will be glad to watch May. He'll invite Stu to come and play as well, so May will finally have a playmate. You'll strengthen your relationships with Barley, May, and Pastor Carter.

SUMMER: YEAR ONE



Year One			Summer			
Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

- 1 Swimming Festival
- 7 Chicken Festival
- 12 Tomato Festival
- 17 Ann's Birthday Party
- 20 Cow Festival
- 24 Fireworks Display
- May Is Missing
- A Favor for the Mayor



Summer Seeds Available

SEED TYPE	COST	SELL PRICE	WHERE TO BUY	SEASONS SEEDS WILL GROW	DAYS TO GROW	HARVEST FREQUENCY	EFFECT ON STRENGTH	EFFECT ON FATIGUE
Corn	300G	100G	Supermarket	Summer	15	Harvest every 3 days	+3	-1
Grass	500G	—	Supermarket	Spring, summer, and fall	20	Harvest every 10 days	—	—
Onion	150G	80G	Supermarket	Summer	8	One-time harvest	+3	-1
Pineapple	1,000G	500G	Salesman	Summer	21	Harvest every 5 days	+5	-2
Pumpkin	500G	250G	Supermarket	Summer*	15	One-time harvest	+3	-1
Tomato	200G	60G	Supermarket	Summer	10	Harvest every 3 days	+4	-1

☒ When crop is eaten

* Once you have shipped over 100 each of Tomatoes, Corn, Onions, and Pineapples

Forageable Items

NAME	SOURCE	SELL PRICE	USE	EFFECT ON STRENGTH	EFFECT ON FATIGUE
Honey	Your farm	50G or 60G	Recipes/Money/Gifts	+2	-2
Pink Cat Flower	Gotz's House/Mother's Hill	—	Gifts	—	—
Red Grass	Hot Spring/Gotz's House	100G	Recipes/Money/Gifts	-10	+5

Summer is your chance to step up production. There are all kinds of new seeds for you to purchase. By now, you should have a little money saved up, so invest it wisely. Try to plant more crops than you did last season. Aim for nine to 12 crop beds this season, but not more than you can handle.

Begin to upgrade your tools. Start with your Axe, so you can begin to collect Lumber and thus possibly have your Chicken Coop upgraded before the season ends. Keep working with the Harvest Sprites and soon they'll handle most of your chores for you. And keep developing your relationships. It takes a lot of work to get the villagers to like you.

SUMMER SEASON GOALS

Target Percentage: 17%

- ✿ Replant Your Field
- ✿ Buy a Cow
- ✿ Begin Gathering Lumber
- ✿ Train the Harvest Sprites
- ✿ Plant Some Flowers
- ✿ Remodel Your Chicken Coop



REPLANT YOUR FIELD

As spring ends and summer begins, your spring crops die, leaving you with an empty field. Plant new crops as soon as you've done a little work to prepare the field.

First, get rid of any dead crops. Use the Sickle to cut them down. All your spring crops die on the first day of summer, so even if you had only one day to go until a crop would be ready to harvest, it's worthless now.



When the field is clear, visit the Supermarket or Won the Salesman to purchase summer seeds. You'll probably be able to buy seeds from Won before you can at the Supermarket. If you have the money, buy several bags of Pineapple Seeds. They're very expensive and take a very long time to grow, but when you harvest them late in the month, you'll make a small fortune. Just don't invest *all* your money in Pineapples, or you'll have to wait 21 days to earn back your money. Tomatoes and Corn are also good investments for this season.



Return to your farm and plant your seeds as you did in spring. This is a good time to adjust the layout of your fields. Use the Hammer to flatten tilled land, and then use the Hoe to till the soil as you wish.



BUY A COW

By now you should be pulling in a fair amount of money—Enough to afford to raise even a Cow. Head over to Yodel Farm with 6,000 Gold to purchase a Calf from Barley. It will appear in your barn automatically. If you already have a supply of Fodder, don't bother buying any from Yodel Farm; if you don't already have it, though, be sure to pick up a supply of Fodder so you can feed your Calf every day.



Begin taking care of your Calf right away. Feed it by placing Fodder in a Feed Box. Or release it into your field if you have mature Grass and it's a sunny day. Before you send in the Calf, build a Fence around your Grass for protection from stray dogs that wander onto your property.



Buy some tools to help you with your Calf. You can buy a Brush (800 Gold), a Milker (2,000 Gold), and a Bell (500 Gold) from the Blacksmith or at Yodel Farm. If you have a Horse, you should have the Brush already. If you don't, get one now and begin brushing your Calf and your Horse daily. Use the Milker to get Milk from your Calf after it's grown into a Cow. It takes 15 days for your Calf to mature, so you won't need the Milker right away. The Bell is essential for putting your Cows out to pasture regularly. Use it to draw Cows out of the barn and into the field, and vice versa.



BEGIN GATHERING LUMBER

It's crucial that you upgrade the buildings on your farm. To do that you'll need a lot of money and Lumber. Collecting Lumber is hard work and takes a lot of time. You get one piece of Lumber for every branch you chop with your Axe, but there are only a few branches on your farm.



To increase your Lumber production, you must have the Blacksmith upgrade your Axe. First practice chopping up Branches to get some experience at handling the Axe. When you have enough experience to upgrade the Axe to Copper or Silver, head to the mine and find a piece of Copper or Silver Ore (depending on your experience level). Take the ore to the Blacksmith along with your Axe and have it upgraded. The upgrade takes three days.

Once your Axe is upgraded, you can begin chopping up the Stumps on your farm, near the Hot Springs, next to Gotz's House, and on Mother's Hill. For each Stump you chop, you'll get six pieces of Lumber. You can collect only about 45 pieces of Lumber a day. You must use a Power Swing to destroy a Stump: hold **■** to power up. You'll notice that your character's expression changes and he rears back a little farther than usual.



TRAIN THE HARVEST SPRITES

If you haven't worked with the Harvest Sprites yet, you absolutely must begin working with them this season. Although you may be able to handle a large number of crops and animals on your own, you'll never earn the really big bucks without the Harvest Sprites' help.



Assign one or two Harvest Sprites to water your plants. That significantly reduces the amount of time you must spend on your farm. Pay the Sprites every day with a bag of Flour and before long they'll be able to water all of your crops on their own. This allows you to plant even more crops without putting a huge strain on your social life.

At first, the Harvest Sprites may not seem very helpful. They'll perform a couple of simple tasks, and then spend the rest of the day sunning themselves. But if you keep them working and pay them well, their affection for you will grow and they'll perform their jobs much better.

PLANT SOME FLOWERS

Why would a farmer want to plant Flowers in his field? This may seem odd, but there are good reasons for you to devote some space in your fields to growing Flowers.

Blossoming Flowers attract Bees to your farm. Bees create a Beehive in the Apple Tree on your farm. You can get Honey from the Beehive once a day. Use the Honey in recipes, eat it, give it as a gift, or sell it.



You may have met Louis the Beekeeper, who hangs out at Gotz's House. He's searching for a rare type of Bee that may be in this area. When the Bees first arrive at your home, collect Honey from the hive and give it to Louis. The next day Louis will show up on your farm and announce that the Bees on your farm are the rare Bees he's been searching for all these years. In gratitude, he'll tell Zack about your rare type of Honey and you can sell it for 60 Gold rather than the usual 50 Gold.



REMODEL YOUR CHICKEN COOP

Your farm is growing rapidly now, and your Chicken Coop should be running out of space. Consider having Gotz the Carpenter upgrade your Chicken Coop. It costs 5,000 Gold and 420 pieces of Lumber to purchase the upgrade. If you upgrade your Axe to at least Copper, you can get most of the necessary Lumber by chopping the stumps on your farm. Get additional Lumber from the stumps near the Hot Springs, next to Gotz's House, and on Mother's Hill.



After you upgrade your Chicken Coop, you can handle 10 Chickens at a time. Thus you can hatch more Chicks and offer to help a friend in need should the opportunity arise.



FINAL DAYS OF SUMMER

Hopefully you've had a prosperous summer. If you planted plenty of Pineapples, you should have enough cash for fall seeds and then some. Don't cut down any of your summer crops until the last possible day—otherwise you might miss out on a last-minute harvest.

By now you should have a full Chicken Coop and at least one Cow to keep the money rolling in during the fall. Keep chopping lots of wood every day so you can upgrade your Home and possibly your Barn in the next season. Soon you'll be able to keep a lot more animals on your farm, which will make the lean winter season a lot more manageable.

You'll have more money to start the fall than you did for summer, so be sure to prepare your fields for more plants. The more you can plant the better—many of the fall vegetables can be harvested repeatedly. Plant them all right away so you can harvest as much as possible throughout the fall. If you plant wisely, you should have lots of money coming in with your first fall harvest.

FESTIVALS

SWIMMING FESTIVAL



1st Day of Summer

Kai's arrival signals the beginning of summer and the opening of the beach. This event is celebrated with a swimming competition that takes place in the ocean.

The contest pits you in a race against several other men from the village. Whoever reaches the finish line (a large rock in the water) first earns a Power Berry. Winning isn't easy. It takes a lot of skill and timing to reach the finish line quickly.



Press **X** to swim forward. As you swim, your stamina (represented by the face above your character) decreases rapidly. Take small breaths (press **▲**) to keep your character from becoming exhausted. If your character does become exhausted, he must stop swimming for a moment and catch his breath. It's nearly impossible to win if you run out of breath at any point during the race; you must make forward progress while taking small breaths to win. Dashing toward the finish line simply won't work.



CHICKEN FESTIVAL



7th Day of Summer



If you've been raising Chickens, you can participate in the Summer Chicken Festival. You need a Chicken with a very high level of affection to compete. If you purchased your Chicken early in spring, you may have bonded well enough with it to be competitive by this point.

To participate in the festival, pick up the Chicken you want to use and carry it to Rose Square around 10 a.m. Speak with Rick and he'll begin the competition.



The contest is a Chicken sumo-wrestling match. Guide your Chicken to victory by having it squawk at its opponent (press **X**) when your Chicken is facing its opponent. If your timing is good, you'll send your opponent's Chicken fleeing in the opposite direction. Your goal is to get the opponent's Chicken to flee from the ring.



CAUTION

Play carefully. After your Chicken squawks, it will wander forward several steps; if you aren't careful you may send your *own* Chicken out of the ring.



The winning Chicken earns the respect and admiration of its Owner and begins laying Golden Eggs. These rare Eggs are worth more than the normal variety. If you can win the competition every year, you may end up with a whole coop full of Golden Egg-laying Chickens.



TOMATO FESTIVAL

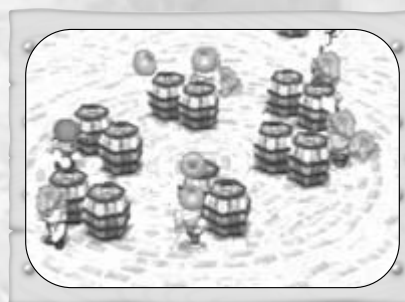


12th Day of Summer



In celebration of a big harvest, the townsfolk gather in Rose Square for the Tomato Festival—basically a giant food fight using Tomatoes. Teams of three battle to become champions.

Go to Rose Square around 10 a.m. to join the fun. Talk to the people there and choose a team to join. You must join a team the first time you speak to its captain, or you'll forfeit your chance to participate, and the battle will go on without you.



The controls are simple. Press **X** to grab and throw a Tomato at an opponent. The target of your attack is determined by the cursor over your opponents. Change your target by pressing **←** or **→**. It takes only one hit with a Tomato to remove someone from the fight. Keep yourself safe. Press and hold **▲** to duck behind a barrel. While you're ducking, you can't be hit. Just be sure no Tomatoes are headed your way when you stand back up.

The winning team earns the respect of the village, but more importantly, your relationships with your teammates will be boosted by the experience. There's no actual prize for winning.

COW FESTIVAL



20th Day of Summer

By now you should own at least one Cow, so you may be able to take part in the Cow Festival. Only healthy, nonpregnant adult Cows may participate. If you purchased your Cow within the first four days of summer, it should be old enough to join in the fun.





Unfortunately, you can't win this competition at this point. Your Cow won't have enough affection for you yet, and that's what the competition is based on. The winner's Cow will begin giving Grand Milk, which is very valuable. Winning is the only way to get a Cow to give Grand Milk.

FIREWORKS DISPLAY



24th Day of Summer

There's no better way to end your summer than by enjoying the fireworks display from the beach. The display takes place at 6 p.m. Come to the beach and find your favorite girl. Ask her to watch the fireworks with you, and her affection toward you will increase. The fireworks display ends the day, so finish all of your chores before you go.



CHARACTER EVENTS

MAY IS MISSING



Date Varies

When you first leave your house, Barley shows up at your farm to announce that May has run away. He asks you to assist in looking for her.



Go about your normal daily chores and forget about looking for May at first. You have a farm to run, and May can't be found until late in the day anyway. Go to the dock at 6 p.m. to find her standing there staring off into space. Speak to her and she'll agree to go back home. Finding May goes a long way toward making Barley, Mayor Thomas, Zack, and May your friends.



A FAVOR FOR THE MAYOR



Date Varies

In the morning you'll receive a visit from the Mayor. He's headed out of town and needs a favor: you must pick up a piece of pie from the Inn and take it to Ellen at the Mayor's House. It's an easy, worthwhile task, so agree.



Later in the day, stop by the Inn and speak to Doug. He'll give you a piece of pie. Take the piece of pie to Ellen (between the library and the Mayor's House). Give the pie to Ellen and she'll be so happy she'll offer you a tip. You can accept it, but it's only a few coins. Turn her down and Elli will show up with another piece of pie for her grandmother. In gratitude for your help, she'll give *you* the second piece of pie instead. Eat it or save it for later. The following day, the Mayor will stop by to thank you and give you a cake for being so nice to Ellen and Elli.

ANN'S BIRTHDAY PARTY



17th Day of Summer

Unless you very quickly became friends with Ann, this event probably won't happen until the second year. An invitation will arrive in your mailbox, asking you to attend Ann's birthday party. Take a wrapped present to the party and speak to the other guests. The Inn won't be open on Ann's birthday.

CORN FOR KAI



Your First Corn Harvest

If you're growing Corn on your farm, you'll get a chance to interact with Kai the first time your Corn is ready for harvest. He'll stop by that morning and ask to purchase an ear of Corn from you. Bring him the Corn and he'll ask you how much you want for it—50 Gold, 100 Gold, or 200 Gold. The normal selling price is 100 Gold, which is fair. If you ask for 200 Gold, you won't make a new friend. But if you cut your normal asking price in half and ask for 50 Gold, you'll make Kai happy and be well on your way toward becoming friends with him.



FALL: YEAR ONE



Year One			Fall			
Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

- 1 Kai Says Good-Bye
- 3 Music Festival
- 5 Doug's Sorrow
- 9 Harvest Festival
- 13 Moon Viewing
- 14 Harvest Time/
Extra Chickens
- 21 Sheep Festival
Dog Toy






Fall Seeds Available

SEED TYPE	COST	SELL PRICE	WHERE TO BUY	SEASONS SEEDS WILL GROW	DAYS TO GROW	HARVEST FREQUENCY	EFFECT ON STRENGTH	EFFECT ON FATIGUE
Carrot	300G	120G	Supermarket	Fall	8	One-time harvest	+4	-1
Eggplant	120G	80G	Supermarket	Fall	10	Harvest every 3 days	+3	-1
Grass	500G	—	Supermarket	Spring, summer, and fall	20	Harvest every 10 days	—	—
Green Pepper	150G	40G	Salesman	Fall	8	Harvest every 2 days	+3	-1
Spinach	200G	80G	Supermarket	Fall	6	One-time harvest	+3	-1
Sweet Potato	300G	120G	Supermarket	Fall	6	Harvest every 3 days	+3	-1

* Once you have shipped over 100 each of Eggplants, Carrots, Sweet Potatoes, and Green Peppers

Forageable Items

NAME	SOURCE	SELL PRICE	DESCRIPTION	EFFECT ON STRENGTH 	EFFECT ON FATIGUE 
Apples	Farm	50G	Sell, eat, use in recipes, or give as a gift.	+2	-2
Grass (Green)	Hot Springs/ Gotz's House	100G	Sell, eat, use in recipes, or give as a gift.	+0	-2
Honey	Farm	50G (60G for special bees)	Sell, eat, use in recipes, or give as a gift.	+2	-
Mushroom	Hot Springs/ Gotz's House/ Mother's Hill	70G	Sell, eat, use in recipes, or give as a gift.	+10	-1
Poisonous Mushroom	Gotz's House	100G	Sell, eat, use in recipes, or give as a gift.	-10	+5
Truffle	Mother's Hill	500G	Sell, eat, use in recipes, or give as a gift.	+20	-1
Wild Grapes	Mother's Hill	50G	Sell, eat, use in recipes, or give as a gift.	+10	-2

 When eaten

Summer is over. No more wild beach parties. Time to prepare for those cold winter nights. Harvest as much produce as you can, and begin thinking about upgrading your home so you'll have a Kitchen and a place to store food. Winter is a good time to perfect your culinary talents because crops won't grow in the snow, but you'll need the Kitchen and the Refrigerator to begin practicing cooking.

For this season, try planting 12 to 15 crop beds (even more if the Harvest Sprites are trained and working hard). Eggplants, Sweet Potatoes, and Green Peppers are all good renewable crops that will earn you plenty of cash. Don't forget to go foraging every day. There are a lot of forageable items worth plenty of money. The Truffle near the lake at Mother's Hill is worth 500 Gold, for example.

By now your farm should be well under way. Try to purchase a Sheep this season, and maybe another Cow if you can afford it. You can make lots of money in the fall, so don't miss out. You must save enough cash to tide you over winter, when you can't grow crops so money is a little tight.



FALL SEASON GOALS

Target Percentage: 26%

- ✿ Replant Your Field
- ✿ Gather More Lumber
- ✿ Upgrade Your House
- ✿ Buy a Sheep
- ✿ Work with the Harvest Sprites

REPLANT YOUR FIELD

When summer ends, your crops die. Now it's fall, and time to repeat the process. Try to plant your new crops on the first day of fall. Prepare your fields as before, clearing the way for new crops.



On the first day of fall, return to the Supermarket and purchase as many fall seeds as you can afford. If the Supermarket is closed, be sure to buy Green Pepper seeds from Won and plant those right away. Purchase about 15 bags of assorted seeds for this season. Grow Carrots if you like, but the easy money is in Eggplants, Sweet Potatoes, and Green Peppers.



Sweet Potato seeds are a particularly good investment: after their initial growth, they can be harvested every three days. At 120 Gold for each plant you ship, Sweet Potatoes are a sweet deal indeed.

Plant your seeds as soon as you can and be sure to water them all. Adjust your cropfields before planting to utilize the land to its fullest.

GATHER MORE LUMBER

Though your days are full of planting and watering, take a break at the Hot Spring and chop as many stumps as you can to gather more Lumber. It takes time to chop enough Lumber for an upgrade, so squeeze in wood chopping whenever you can. Upgrading your Axe helps a lot. You need 370 pieces of Lumber to upgrade your home.



UPGRADE YOUR HOUSE



As soon as you have enough Lumber and Gold, upgrade your house. Talk to Gotz and he'll charge you 4,700 Gold plus 370 pieces of Lumber. Remember, you can't upgrade your house until after you upgrade your Chicken Coop. If you haven't taken care of your Chicken Coop, try to upgrade both buildings this season.

NOTE

You probably can't afford to upgrade more than one building this season, but if you haven't upgraded your Chicken Coop yet, you'll need 420 pieces of Lumber to do that before you can work on your house.

After Gotz finishes your house, you'll have a modern Kitchen to cook in. It's incomplete, however. You must purchase many Kitchen utensils to cook different recipes. Begin watching the TV Shopping Network every Saturday. Some of the utensils are costly, but try to buy them each Saturday when the TV show airs, or you'll have to wait a while before they become available again. You may need to do some extra mining to afford them, but they are necessary.

BUY A SHEEP

Visit Barley at Yodel Farm and buy a Sheep as soon as you can afford to. Barley charges 4,000 Gold for each Sheep. A healthy Sheep can provide you with Wool, but you must have Clippers (1,800 Gold at the Blacksmith's Shop) to shear the Sheep.



Brush your Sheep every day with the same Brush you use on your Horse and Cow. Brush and talk to your Sheep each day and soon its affection for you will increase. Shearing it makes it happy, as well. Remember, you'll need extra Fodder or Grass to feed your new animal.

Normally you can sell Wool for 100 Gold, 400 Gold, or 500 Gold, depending on its quality. This may sound like a lot of money compared to what you get for Milk, but you can shear a Sheep only once every seven days. If you enter a Sheep in the Fall Sheep Festival and win, your Sheep will begin producing Grand Wool worth 600 Gold.





NOTE

You can enter your Sheep in the festival the first year you have it, but you probably won't win. The affection your Sheep has for you plays a large part in deciding which Sheep wins the contest. You should be able to take the prize the second year.

TIP

If you typically have Harvest Sprites care for your animals, don't hire them around the time of the Sheep Festival. One of their duties is to shear the Sheep, and sheared Sheep can't enter the festival.



WORK WITH THE HARVEST SPRITES



By now you should have a well-established relationship with most of the Harvest Sprites. If their affection toward you is high enough, you can probably pay them with Eggs instead of Flour. The cost is the same, but you won't have to run to the Supermarket every few days to buy more.

Keeping the Harvest Sprites happy is important not only because it encourages them to work harder, but also because you must rely on them to care for your animals on stormy winter days when you can't get out the door.

FINAL DAYS OF FALL

Fall is a very important time for a farmer. With winter on the way, you must prepare for the fact that you won't have much money coming in. (Your fields will be bare.) Winter is a great time to upgrade your tools and your home, but you can't do that without saving up lots of cash first. Try to end fall with 40,000–50,000 Gold in the bank.

As the season nears its end, do whatever you can to earn extra cash. Forage often and mine extra ore. Put some of the items you forage into your Refrigerator. You'll need them for cooking and you can collect most of them only once a year.

By now you should have two or three Sheep and Cows all together. If you've been incubating regularly, you should also have 10 Chickens. Make sure you have plenty of Fodder and Chicken Feed for the coming season. You can't put your animals out in the snow. Take good care of them. They serve as your main source of income until spring returns.

Remember to prepare your fields for spring. Cut down plants on the last day of fall. Do some weeding and work on busting up small rocks and branches. Soon they'll be covered by snow.

FESTIVALS

MUSIC FESTIVAL



3rd Day of Fall



On the second day of fall, Pastor Carter will stop by the farm and ask if you can participate in the Music Festival at the Church. Accept his offer and show up at the Church by 6 p.m. the next day. Pastor Carter will give you an Ocarina when you arrive.



HARVEST FESTIVAL



9th Day of Fall

The Harvest Festival is a time for sharing some of your harvest bounty with the other villagers. On the ninth day of fall, the villagers gather at 10 a.m. in Rose Square. Each villager tosses one food item into a giant pot in the center of the square.

Talk with each of the villagers at the festival before you place your offering in the community pot. Talk to everyone again after they finish eating to find out how they liked the stew. There are no prizes for participating in the Harvest Festival, but it's a good opportunity to improve your relationships.



MOON-VIEWING DAY



13th Day of Fall



Moon-Viewing Day is really a small gathering at the peak of Mother's Hill. The moon looks particularly beautiful on this night. Go to the peak of Mother's Hill at 6 p.m. to meet the girl with the highest affection rating for you. This meeting will do a lot to help you woo your favorite girl into loving you.

SHEEP FESTIVAL



21st Day of Fall

If you purchased a Sheep at the beginning of the season, you can participate in the Sheep Festival. It takes 14 days after you purchase your Sheep for it to become an adult, and only adult Sheep can enter the festival.





You won't win the competition this year. Your Sheep doesn't have a high level of affection for you yet, and that's what the competition is based on. The winner's Sheep will begin giving Grand Wool—very valuable. This is the only way to get a Sheep to give Grand Wool.

CHARACTER EVENTS

KAI SAYS GOOD-BYE



1st Day of Fall



With summer over, it's time for Kai to return to the city. He'll stop by your farm to say good-bye. The Seaside Lodge is now closed and won't open again until next summer when Kai returns.

DOG TOY



Date Varies

One fall morning, Won shows up at your home. Your Puppy has grown into an adult Dog and soon it can participate in the Winter Dog Race. But you must train your Dog first, which requires the use of a Ball. Won happens to have a Ball for sale. It costs 100 Gold, but it's well worth the cost. To use it, pick it up and throw it near your Dog. The Dog will bring the Ball back to you so you can throw it again.



HARVEST TIME



14th Day of Fall



On the morning of the 14th day of fall, Duke stops by to ask you to help him harvest Grapes at Aja Winery. He'll also ask you to find additional help. Accept the job and then consider who else might need work.

Cliff, who stays at the Inn, is in need of work. Tell him about the harvest on the 14th or early in the morning on the 15th and he'll be happy to help out.



NOTE

If you fail to ask Cliff to assist you, he'll leave the village in the winter. If you want him to stick around, make sure you talk to him.

The Grape harvest lasts from the 15th to the 20th. Show up at Aja Winery before noon each day and speak to Manna. She'll take your items and hold them for you so your Rucksack is empty. You'll need the space for Grapes. Manna returns your items at the end of the day.



You must harvest 16 bunches of Grapes every day to get the most money. If Cliff is with

you, this can be tricky. He walks to the end of the middle row and stays there throughout the harvest. You must run past him and grab the Grapes from the area beyond before he blocks it off. Otherwise, you can collect only 15 bunches and Duke won't be happy with you.



On the last day of the harvest, Duke and Manna pay you for your work. Do a great job and you'll rake in the dough. Just don't ignore your own chores while you work for Duke. And take care not to tire yourself out, or you may oversleep one morning and miss out on the harvest altogether.



ASYLUM FOR GRAY



Date Varies

Sometime during the first or second year, Gray shows up at your farm one morning. He'll ask to use your Mill to practice tool making on his own. Let him; he'll take a few days to work on his first creation. During that time he may weed your field in gratitude. Several days after he arrives, he'll ask you to try out a Hammer he made. The Hammer shatters, and Gray goes home at Mary's urging.



EXTRA CHICKENS



Between the 14th and the 16th Day of Fall

If you've upgraded your Chicken Coop and have only five Chickens, Rick may stop by your farm to ask you to care for five of his Chickens. If you accept, you get a bunch of free Chicken Feed and get to sell the Eggs Rick's Chickens lay. Eventually Rick comes back to reclaim the Chickens.

DOUG'S SORROW



5th Day of Fall

If you go to the peak of Mother's Hill, you may find Doug there thinking about his wife who passed away long ago.



WINTER: YEAR ONE



		Year One		Winter		
Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

10 Dog Race
24 Starry Night Festival
30 Year End Festival/
Cliff's Good-Bye



There are no seeds indigenous to winter. The only way you can grow crops in winter is to plant them in a Hothouse, which you probably can't afford yet. Although the Supermarket won't be selling seeds unless you have a Hothouse, you still can purchase seeds from Won at the Inn. If you do have a Hothouse, you can purchase spring, summer, and fall seeds at the Supermarket.

If you planted flowers in a previous season and the Bees nested in your Apple Tree, you'll have Honey now. It is the only forageable item in winter. You can sell normal Honey for 50 Gold and the Honey from special Bees for 60 Gold. You can also eat it, use it in recipes, or give it as a gift.

The last leaf has fallen from the old Apple Tree and winter is officially underway. Winter is a tough time for a farmer. Nothing grows outside, so you must find other things to do with your time.

No problem!

Winter is great time to chop lots of wood, dig deep into the mine, upgrade buildings and tools, and build relationships. You can't earn as much money as you've been used to, but mining for ore twice a day in the Winter Mine can earn you a decent amount.

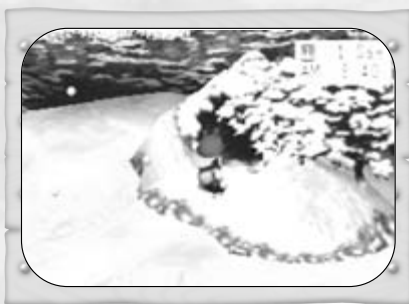
WINTER SEASON GOALS

Target Percentage: 33%

- * Visit the Winter Mine
- * Collect Some Power Berries
- * Improve Your Relationships
- * Chop Some Wood
- * Upgrade Your Tools
- * Upgrade Your Farm Buildings

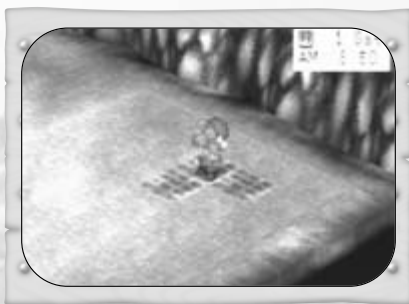
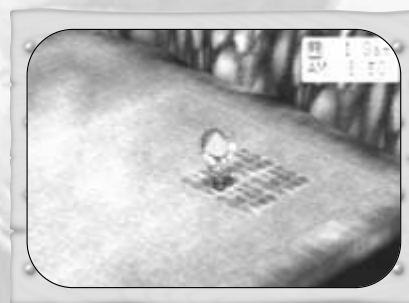


VISIT THE WINTER MINE



There's a mine in the center of the lake at the bottom of Mother's Hill. Called the Winter Mine, it can be visited only when the lake freezes over. You'll want to spend a lot of time there throughout winter to earn money.

The Winter Mine differs a bit from the mine behind the Hot Spring. You mine and move around the same way, but two of the ores here are rare—Orichalc, and Adamantite—and you can't get them from the other mine. You'll find Mystrile Ore and Junk Ore, as well.



Gather pieces of Adamantite Ore and place them in your Cabinet. Barley will need them to make the Cheese, Mayonnaise, and Yarn Makers. You can use Orichalc Ore to create jewelry at the Blacksmith's Shop. Find as much of it as you can and place it in your Cabinet to use later.

A small lake lies at the bottom of the Winter Mine. There's no ore on this level, so don't waste your time searching for it. If you have the Fishing Pole, use it to catch a Catfish, one of the Legendary Fish, in the underground lake.



COLLECT SOME POWER BERRIES

Winter is an excellent time to focus on activities you might normally brush aside. Collecting Power Berries is one of these. For each Power Berry you collect, your character's strength increases by 10 points, so you can do more work before tiring. Collect all 10 Power Berries and you'll be able to do twice as much work as you could before.

In winter there are four Power Berries you can collect easily. The first lies in the mine near the Hot Spring. Dig deep and you should uncover it on one of the floors near the bottom. You may have found this one already.

A lone tree stands near the path halfway up Mother's Hill. Attempt to cut it down with your Axe and it will ask you to spare it. Agree, and the tree will give you a Power Berry. If you still try to cut down the tree, Gotz becomes very upset with you.

Now that you can reach the Winter Mine, you can acquire the Power Berry hidden behind it. Search the area around the northern corner.



Collect a final Power Berry deep within the Winter Mine, on one of the lower floors. Get it before winter ends, or you'll have to wait an entire year to try again.



IMPROVE YOUR RELATIONSHIPS

Although townsfolk stick to their normal schedules in cold weather, *you* have plenty of extra time. Get to know your neighbors. Talk to as many people as you can throughout the winter.

Because you can mine Orichalc in the Winter Mine, you also can try to improve your relations with your favorite girl. Take the Orichalc and 1,000 Gold to Saibara the Blacksmith and he'll make jewelry you can give to a girl. Most girls in Mineral Village love jewelry.

You can also opt to sell the jewelry back to Saibara for twice what it cost you to have him make it—a great way to earn a few thousand in Gold.



NOTE

Learn more about the six other Power Berries in "Game Basics FAQ."

Even if you don't have jewelry made, you should give the girl of your choice a gift every winter day. This will go a long way toward making her your wife. Refer to "Mineral Village and Its Characters" for information on specific girls.



Don't forget about the Harvest Sprites. You may not have any crops, but that doesn't mean you shouldn't hire them. Get them to look after your animals, and continue working to improve your relations with them. They're especially helpful during blizzards because they can take care of your animals when you can't.

CHOP SOME WOOD

If you chop Branches and Stumps every day, you should be able to gather enough Lumber to upgrade two or more of your farm buildings. You'll find Stumps at the Hot Spring, outside Gotz's House, and at the base of Mother's Hill. These Stumps reappear every day, so you can chop them every day. If you haven't upgraded your Axe yet, do so on the first day of winter. Upgrade to a Mystrile Axe if you can afford it and have enough Axe experience.



UPGRADE YOUR TOOLS



There's no better time than winter to upgrade your tools. You can't use items such as the Watering Can, Hoe, and Sickle, so you won't miss them when you leave them with Saibara for the three days it takes to upgrade them.

Get the ore you need from the mines and upgrade your tools as much as you can, depending on your experience with them and how much you can afford to spend. Make the Watering Can your first priority. A Mystrile Watering Can makes the coming spring a lot easier.





UPGRADE YOUR FARM BUILDINGS

Because you can gather so much Lumber in winter, you can really begin focusing on upgrading your farm buildings. If you haven't upgraded your Chicken Coop and your home, do so this season. Also, try to have Gotz enlarge your Barn before spring begins so you can get more Cows and Sheep.

FINAL DAYS OF WINTER

You have little to worry about as winter ends. You have no crops and you can't prepare your fields for spring. Just make sure you get all of your tools back from Saibara in time to start tending your crops right away.

Spend some extra time in the mines if you're low on funds. You'll need Gold to purchase seeds for spring right away. And be sure to get the Power Berry and all of the rare ore you can from the Winter Mine. You won't have access to it again until next winter.



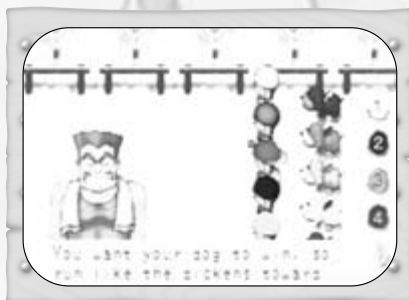
FESTIVALS

DOG RACE



10th Day of Winter

Each winter the town hosts a Dog Race. Anyone with a full-grown Dog can participate, but your Dog must be well trained to win. If you've been throwing the Ball for your Dog regularly, you may be able to pull it off.



Lead your Dog down the track to the finish line by running ahead of it. If you trained your Dog well, it will follow you closely. Poorly trained Dogs will stop and scratch or roll on their backs. It's your job to make sure your Dog stays right on your heels. If your Dog stops, run back to urge it on.



The winner of the Dog Race earns both the title "Top Breeder" and some additional respect around the village.

STARRY NIGHT FESTIVAL



24th Day of Winter

Once a year the villagers gather in their homes with friends and family for a feast. To participate in the festival, visit your favorite girl's home at 6 p.m. that night. She'll appreciate the attention.



YEAR END FESTIVAL



30th Day of Winter

To celebrate the arrival of the new year, the people of Mineral Village gather at midnight at the peak of Mother's Hill. Stay up late and watch the sun rise with everyone else. Then enjoy the spring festival the next day.



CHARACTER EVENTS

THE WHITE FLOWER



Date Varies



If you stop by Ellen's house, she'll describe a mystical white flower. According to legend, it blooms only in winter, on snowy nights. Few have seen the flower, but it's said that anyone who does will live a happy life.

After Ellen speaks with you, go to the peak of Mother's Hill on a snowy night. You'll find the white flower growing

out of the snow. Tell Ellen and Basil about your experience the next day, and they'll both be grateful.



CLIFF IN TROUBLE



Date Varies

Visit Rose Square after 10 a.m. on a snowy day. You'll see Cliff pass out in the snow. He'll be taken to the Clinic to recover. Check out the area where he passed out to find a photo. Take the photo and give it back to him when he feels better. Cliff will thank you for your help.

CLIFF'S GOOD-BYE



30th Day of Winter

If you failed to tell Cliff about the harvest at Aja Winery back in the fall, he'll leave the town on this day.

THE FINAL YEARS

Things get a little easier in the second and third years. Money begins flowing in quickly and finally you're able to focus on other activities. The information in this section will help you keep moving forward. Most festivals and events will play out as they did in the first year, so use the calendar of events for the first four seasons as your guide.

YEAR TWO

By the end of the first year, your farm should be running well. Money will be less of a concern from this point forward. The second year is your time to step up production and work hard on strengthening relationships with the townsfolk, wooing and marrying your love interest, collecting Power Berries, and upgrading your remaining farm buildings.

Here are some basic guidelines:

- ❖ Upgrade your Barn by spring
- ❖ Build a Hothouse by summer
- ❖ Fill your Hothouse with Pineapples to make a lot of profit
- ❖ Begin collecting Power Berries
- ❖ Catch some Legendary Fish
- ❖ Increase the size of your fields
- ❖ Buy Mayonnaise, Yarn, and Cheese Makers from the Blacksmith to increase your profits
- ❖ Purchase more Cows and Sheep as soon as you can afford them
- ❖ Try out all of the recipes you can

Try to be married by the end of the second year. Accomplishing this requires a lot of work, but it's possible if you spend enough time with your sweetheart. Learn her likes and dislikes and give her gifts as often as you can. When she's ready (her heart will be large and red), pop the question—that is, give her a Blue Feather (available at the Supermarket).

Aim for a 66 percent by the end of winter.

YEAR TWO EVENTS

KAREN'S DANCE



1st Day of Spring

Karen stops by and asks you to practice dancing with her for the spring Goddess Festival. She'll come by your farm between noon and 3 p.m. on the first day of spring in the second year. When you arrive at the festival, speak to Karen and she will ask you to dance with her.

WATCH FIREWORKS WITH KAI



23rd Day of Summer

Speak to Kai the day before the Fireworks Festival and ask him to watch the fireworks with you. After Kai's fight with Rick, you and Kai go to Mother's Hill to watch the fireworks together. You won't be able to enjoy the fireworks with the other villagers, but this act of kindness goes a long way toward making Kai your friend.

YEAR THREE AND THEREAFTER

This is your last chance to push for 100 percent. Make sure you're married, hopefully with a baby on the way. You should have a full complement of Cows and Sheep, and by now you should have no problem filling your bank account with hundreds of thousands of dollars. Make sure you invest the time to get all the Power Berries and Legendary Fish.

Here are your goals for Year 3:

- ❖ Have a baby and take good care of it to increase its affection toward you
- ❖ Get the remaining Power Berries
- ❖ Win all competitions
- ❖ Make sure your neighbors like you
- ❖ Fill your fields with crops and Grass to maximize your income
- ❖ Cook all of the recipes you've learned
- ❖ Earn all of the crops you can only obtain by shipping tons of produce

You don't need a 100 percent rating to win the game. You just need to prove you're valuable to the town. It doesn't take much to do this: if you've followed our guidelines, you're sure to win. The game can continue past the third year, so if you fail to accomplish something important, you still have time. Two events only happen in the later years. Play on if you want to see *everything*.

YEAR FOUR EVENT

FLASHING OBJECT



Winter

Visit the Church on a sunny day after 5 p.m. to encounter a mysterious flashing object. This event happens only during Year 4.

YEAR FIVE EVENT

PHONY GOURMET



Between 6th and 9th Day of Fall

Mineral Village experiences its first crime spree. Try to solve the case and return peace to the town.

A FINAL NOTE

You've carried out all of the prerequisites for completing *Harvest Moon: Back to Nature*, but don't stop yet. There's still a lot to do. After all the game is never-ending. Have fun experiencing everything this game has to offer. Or start a new game and win the heart of a different girl to experience the varied gameplay that results from building different relationships. Now that you're an experienced farmer, you can specialize in certain crops or plant in new and unusual ways.

Just remember the most important thing: *have fun!*

EXPANSIONS

In *Harvest Moon: Back to Nature*, you *must* upgrade your home and farm outbuildings. Regardless of whether you actually utilize all of your space, completing the game successfully depends in part on making all of the available expansions.

Upgrading your buildings requires lots of Gold and Lumber. The Gold you need is easy enough to earn through farming and mining, but Lumber requires hours of strenuous work chopping up Branches and Stumps on your farm and the surrounding areas. You can't begin chopping up Stumps until you've upgraded your Axe to at least copper.

To upgrade buildings, you must hire Gotz, the carpenter who lives near the Hot Spring. Gotz can perform upgrades only in the order they are presented here. It takes Gotz three days to complete each upgrade.

Chicken Coop



Upgrading your Chicken Coop will cost you 5,000 Gold, plus 420 pieces of Lumber. If you haven't chopped enough Lumber to build the Chicken Coop, you can always buy Lumber from Gotz, but it will cost you a lot more. Try to have the Lumber already chopped before you visit Gotz.

It takes Gotz three days to finish the job. When he's done, your Chicken Coop

will be double its original size. The new addition will be identical to the Chicken Coop you started with, complete with another Feed Bin and Incubator.



You don't have to fill your new Chicken Coop with more Chickens immediately. Increase your livestock only if you can handle the daily chores and cost of feed. Time stops when you're inside any building, but the money keeps flowing, and Chicken Feed costs money.

Once you have your new addition, Rick may stop by and ask if you have room to care for a few more Chickens. Never turn down a needy neighbor. If you have the extra space, be sure to take in any new Chickens.

Home Expansion 1

After you enlarge the Chicken Coop, chop enough wood to increase the size of your home. Home expansion becomes available only after you've enlarged your Chicken Coop.



To increase the size of your house, Gotz will charge you 4,700 Gold and 370 pieces of Lumber. Again, Gotz will take three days to complete the job, but once he's done, your home will be twice its initial size.

Your new home comes with a couple of new pieces of equipment—a Refrigerator for storing hard-earned crops and a Cabinet for storing ore and other items you find around the village.



Now that you have a kitchen, be sure to catch the TV Shopping Network every Saturday on TV. Each week, this program offers something new for sale to help you in your culinary pursuits.

If you're sure you have enough money to buy an item for sale on the TV Shopping Network, go to the Inn and use Doug's phone to place your order. Zack will deliver the merchandise in three days.





The Barn

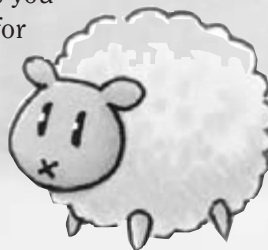
You can enlarge the Barn to hold more Cows and Sheep.



whether crops or livestock, don't invest unless you know you can manage it. Feeding and caring for livestock can be expensive. Harvesting your own fodder minimizes your costs, although you'll have to devote more time and space to growing grass.

Gotz will charge you 6,800 Gold plus 500 pieces of Lumber to enlarge your Barn. As always, chopping your own Lumber will save you lots of Gold.

With your Barn doubled in size, you can increase your herds of Sheep and Cows. As with any increase,



Home Expansion 2



When you're ready, enlarge your home again. This time Gotz will add a bedroom to one side of your house. This gives you the second bed you'll need if you want to marry a village girl.

For this add-on, you'll need 10,000 Gold and 750 pieces of Lumber. After three days you'll have a lovely separate bedroom with a set of twin beds. Now all you need is someone special to share your home with. This addition also

allows you to purchase a Vase from Won. You can put flowers in the Vase to reduce your Fatigue. Won will stop by your farm eventually to offer you this bit of merchandise.



Hothouse



A Hothouse allows you to grow any type of crop all year long, regardless of season. It's expensive, but the money you can make from harvesting pineapples year-round makes up for the cost in just one season!

Gotz will charge you 30,000 Gold and 580 pieces of Lumber to build a Hothouse.



A Hothouse isn't a sturdy structure. Because sunlight must enter the building, it is built using translucent materials that hurricanes and blizzards can easily destroy. You must decide whether it's worth the risk.





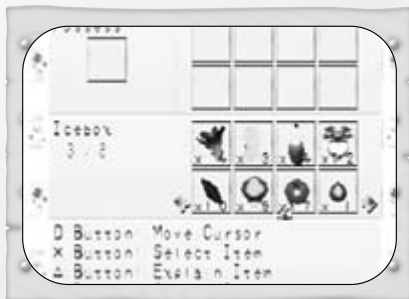
RECIPES

Nothing's quite as good as a home-cooked meal using produce straight from the farm. You may have chores to do and livestock to care for, but cooking also plays an important role in *Harvest Moon: Back to Nature*.



Why should you practice culinary arts? Your character can eat the food you cook to restore his Strength and lower his Fatigue—handy on those long days when you must mine as much ore as you can without rest. Your skills in the kitchen allow you to enter the annual Cooking Festival and present your masterpieces to neighbors as gifts. Your love interest will enjoy receiving a special treat, as well.

Not just anyone can cook—your house doesn't have a Kitchen at the beginning of the game. But after Gotz upgrades your home, you'll have a Kitchen, a Refrigerator, and a Pantry, so you can begin cooking some basic recipes. To do any serious cooking, you must purchase utensils from the TV Shopping Network.



Recipes and Ingredients

The key to all recipes is having the right ingredients. Keep a large supply of produce in your Refrigerator. Also consider keeping a plentiful supply of seeds for every season in your Tool Box. Once you have a Hothouse, you can grow any crop at any time of year. As long as you have the right seeds and a Hothouse you should be able

to get any ingredient you need in any season.

Acquiring new recipes and cooking new dishes is important for raising your completion percentage, as well. To hit that 100 percent mark, you must try your hand at all of the recipes you can.



After gathering the ingredients and utensils you need, stand in front of the stove and press **X**. Select “Cook Dish” from the sub-menu. Then you may choose either to follow a recipe or to create something new. To learn how to cook, select “Try Something New.”



Next, choose your utensils, ingredients, and seasonings. You have access to your Refrigerator from the Stove, so don’t worry about trying to cart all the ingredients to the Stove with you. After you’ve collected everything, press **SELECT**. When your cooking is done, you’ll end up with a new masterpiece—or a food fiasco! As long as you have plenty of ingredients, there’s no end to the possibilities.

The table that follows includes all of the recipes available in the game. As your friendship grows with the other villagers, they’ll share some of their special recipes with you—always the best way to learn how to cook new things. If you missed your chance to write down their culinary secrets, here they are. (Numbers in parentheses are the amount of energy gained by using optional ingredients or seasonings. The table is organized by increasing effect the recipes have on your fatigue.)

Enjoy this aspect of the game, and don’t be afraid to experiment. That’s a great part of the fun. *Bon appetit!*

Recipes

NAME	MAIN INGREDIENTS	MAIN SEASONINGS	MAIN UTENSILS	OPTIONAL INGREDIENTS	OPTIONAL SEASONINGS	OPTIONAL UTENSILS	EFFECT ON FATIGUE *
Butter	Milk	—	Mixer	—	—	—	+1
Ketchup	Tomato, Onion	Salt, Sugar, Vinegar	Mixer	—	—	—	+1
Mayonnaise (S)	Egg (S), Oil,	Vinegar	Whisk	—	—	—	+1
Mayonnaise (M)	Egg (M), Oil	Vinegar	Whisk	Egg (S)	—	—	+2
Mayonnaise (L)	Egg (L), Oil	Vinegar	Whisk	Egg (S), Egg (M)	—	—	+3
Mayonnaise (G)	Egg (G), Oil	Vinegar	Whisk	Egg (S), Egg (M), Egg (L)	—	—	+4
Strawberry Jam	Strawberry	Sugar	Pot	—	Salt (+1)	—	+5
Grape Jam	Wild Grapes	Sugar	Pot	—	Wine (+1), Honey (+3)	—	+5
Miso Soup	—	Miso	Pot	Cabbage (+3), Green Pepper (+3), Potato (+3), Spinach (+3), Sweet Potato (+3), Tomato (+3), Carrot (+4), Corn (+4), Egg (+4), Eggplant (+4), Pumpkin (+4), Bamboo Shoot (+5), Mushroom (+5), Onion (+5), Small Fish (+5), Turnip (+5), Soy Sauce (+5), Salt (+7), Truffle (+8)	Soy Sauce (+5), Knife (+8), Salt (+7)	—	+5
Apple Jam	Apple or SUGDW Apple	Sugar	Pot	Wine (+1), Apple (+3), SUGDW Apple (+3), Honey (+3)	—	—	+5

NAME	MAIN INGREDIENTS	MAIN SEASONINGS	MAIN UTENSILS	OPTIONAL INGREDIENTS	OPTIONAL SEASONINGS	OPTIONAL UTENSILS	EFFECT ON FATIGUE *
Cookies	Flour, Butter, Egg	Sugar	Oven, Rolling Pin	Honey (+2)	—	—	+15
Greens	Spinach	Soy Sauce	Pot	—	—	—	+20
Hot Milk	Milk	—	Pot	—	Sugar (+4)	—	+20
Fruit Juice	Apple, SUGDW Apple, Pineapple, Strawberry, or Wild Grapes	—	Mixer	Honey (+1), Apple (+3), SUGDW Apple (+3), Grape Juice (+3), Pineapple (+3), Strawberry (+3), Wild Grapes (+3)	Sugar (+2)	Knife (+1)	+20
Tempura	Flour, Egg, Oil	—	Frying Pan	Poisonous Mushroom (-60), Chocolate (-2), Truffle (+2), Turnip (+3), Cucumber (+3), Cabbage (+4), Egg (+4), Spa-boiled Egg (+4), Carrot (+5), Corn (+5), Boiled Egg (+5), Small Fish (+5), Pineapple (+5), Pumpkin (+5), Spinach (+5), Large Fish(+6), Green Pepper (+6), Mushroom (+6), Onion (+6), Potato (+6), Sweet Potato (+6), Eggplant (+7), Medium Fish (+7)	—	Whisk (+1)	+20
Pickled Turnips	Turnip	Vinegar	Knife	—	Soy Sauce (+1), Salt (+2), Sugar (+2)	—	+20
Pickles	Cucumber	Salt	—	—	—	Knife (+3)	+20
Boiled Egg	Egg	—	Pot	—	Salt (+3)	—	+20
Tomato Juice	Tomato	—	Mixer	—	Salt (+5)	—	+20
Vegetable Juice	Cabbage, Cucumber, or Carrot	—	Mixer	Truffle (+1), Corn (+2), Bamboo Shoot (+3), Mushroom (+3), Turnip (+3), Eggplant (+3), Cabbage (+4), Carrot (+4), Onion (+4), Green Pepper (+5), Tomato (+5), Spinach (+7)	Soy Sauce (+3), Salt (+5), Vinegar (+5)	—	+20
Salad	Cabbage, Cucumber, Carrot, or Tomato	—	Knife	Truffle (+1), Mushroom (+2), Strawberry (+2), Turnip (+2), Cabbage (+3), Cheese (+3), Green Pepper (+4), Pineapple (+4), Apple (+5), SUGDW Apple (+5), Carrot (+5),	Salt (+2)	Knife (+1)	+20

NAME	MAIN INGREDIENTS	MAIN SEASONINGS	MAIN UTENSILS	OPTIONAL INGREDIENTS	OPTIONAL SEASONINGS	OPTIONAL UTENSILS	EFFECT ON FATIGUE *
------	---------------------	--------------------	------------------	-------------------------	------------------------	----------------------	------------------------

Salad cont.				Mayonnaise (+5), Oil (+5), Onion (+5), Tomato (+6), Corn (+7), Cucumber (+7), Boiled Egg (+7), Potato (+7)			
Strawberry Milk	Milk, Strawberry	—	Mixer	Honey (+3)	Salt (+0), Sugar (+3)	—	+30
French Fries	Potato, Oil	—	Frying Pan	—	Ketchup (+5), Salt (+5)	—	+30
Ice Cream	Milk, Egg	Sugar	Pot, Whisk	Honey (+2), Apple (+5), SUGDW Apple (+5), Pineapple (+5), Strawberry (+5), Wild Grapes (+5)	—	Knife (+1)	+30
Stew	Flour, Milk	Salt	Pot	Oil (+0), Chocolate (+2), Grape Juice (+2), Pineapple (+2), Spinach (+2), Vegetable Juice (+2), Wine (+2), Green Pepper (+3), Honey (+3), Wild Grapes (+3), Boiled Egg (+4), Apple (+5), SUGDW Apple (+5), Bamboo Shoot (+5), Spa-boiled Egg (+5), Small Fish (+5), Medium Fish (+5), Mushroom (+5), Sweet Potato (+5), Tomato (+5), Truffle (+5), Turnip (+5), Cheese (+6), Egg (+6), Eggplant (+6), Large Fish (+6), Onion (+6), Carrot (+7), Corn (+7), Potato (+7)	—	Knife (+8)	+30
Popcorn	Corn	—	Frying Pan	Butter (+5)	—	—	+30
Raisin Bread	Bread, Wild Grapes	—	—	Butter (+5)	Salt (+5)	—	+30
Sashimi	Medium Fish or Large Fish	—	Knife	Medium Fish (+5), Large Fish(+5)	Soy Sauce (+3)	—	+30
Happy Eggplant	Eggplant	Miso, Soy Sauce, Sugar	Frying Pan	—	—	—	+30
Chocolate Cookies 1	Flour, Butter, Egg, Chocolate	Sugar	Oven, Rolling Pin	Honey (+2)	—	—	+30
Chocolate Cookies 2	Chocolate, Cookies	—	Oven, Rolling Pin	Honey (+2)	—	—	+30
Grilled Fish	Medium Fish	—	Frying Pan	Oil (+3)	Salt (+3), Soy Sauce (+3)	—	+30
Curry	Curry Powder, Rice Balls	—	Pot	Oil (+0), Grape Juice (+2), Chocolate (+2), Spinach (+2), Turnip (+2), Vegetable Juice (+2), Wine (+2), Green Pepper (+3),	Vinegar (+1), Salt (+3), Soy Sauce (+3), Sugar (+3)	Knife (+8)	+30

NAME	MAIN INGREDIENTS	MAIN SEASONINGS	MAIN UTENSILS	OPTIONAL INGREDIENTS	OPTIONAL SEASONINGS	OPTIONAL UTENSILS	EFFECT ON FATIGUE *
Curry cont.				Wild Grapes (+3), Boiled Egg (+4), Pumpkin (+4), Truffle (+4), Bamboo Shoot (+5), Spa-boiled Egg (+5), Small Fish (+5), Medium Fish (+5), Milk (+5), Mushroom (+5), Sweet Potato (+5), Tomato (+5), Cheese (+6), Egg (+6), Eggplant (+6), Large Fish(+6), Onion (+6), Apple (+7), SUGDW Apple (+7), Carrot (+7), Corn (+7), Honey (+7), Pineapple (+7), Potato (+7)			
Bamboo Rice	Bamboo Shoot, Rice Balls	—	—	—	Salt (+1), Soy Sauce (+1)	Knife (+3)	+30
Mushroom Rice	Mushroom, Rice Balls	—	—	—	Salt (+1), Soy Sauce (+1)	Knife (+3)	+30
Fruit Latte 1	Milk; Apple, SUGDW Apple, Pineapple, or Wild Grapes	—	Mixer	Honey (+1), Apple (+3), SUGDW Apple (+3), Grape Juice (+3), Pineapple (+3), Strawberry (+3), Wild Grapes (+3)	Sugar (+2)	Knife (+1)	+30
Fruit Latte 2	Fruit Juice, Milk	—	Mixer	Honey (+1), Apple (+3), SUGDW Apple (+3), Grape Juice (+3), Pineapple (+3), Strawberry (+3), Wild Grapes (+3)	Sugar (+2)	Knife (+1)	+30
Veggie Latte 1	Milk; Cabbage, Carrot, or Cucumber	—	Mixer	Truffle (+1), Corn (+2), Bamboo Shoot (+3), Eggplant (+3), Mushroom (+3), Turnip (+3), Cabbage (+4), Carrot (+4), Onion (+4), Cucumber (+5), Green Pepper (+5), Tomato (+5), Spinach (+7), Cheese (varies), Egg (varies)	Salt (+2)	Knife (+1)	+30
Veggie Latte 2	Vegetable Juice, Milk	—	Mixer	Truffle (+1), Corn (+2), Bamboo Shoot (+3), Eggplant (+3), Mushroom (+3), Turnip (+3), Cabbage (+4), Carrot (+4), Onion (+4), Cucumber (+5), Green Pepper (+5), Tomato (+5), Spinach (+7), Egg (varies), Cheese (varies)	Salt (+2)	Knife (+1)	+30

NAME	MAIN INGREDIENTS	MAIN SEASONINGS	MAIN UTENSILS	OPTIONAL INGREDIENTS	OPTIONAL SEASONINGS	OPTIONAL UTENSILS	EFFECT ON FATIGUE *
Dinner Roll	Bread, Butter	—	—	Honey (+2)	—	—	+40
Sushi	Rice Balls	Sashimi, Vinegar	—	—	Soy Sauce (+1)	—	+40
Scrambled Eggs	Egg, Oil	—	Frying Pan	Butter (+3), Mayonnaise (+3)	Salt (+3), Soy Sauce (+3), Sugar (+3)	Whisk (+3)	+40
Jam Bun	Bread; Apple Jam, Grape Jam, or Strawberry Jam	—	—	Apple Jam (+5), Grape Grape Jam (+5), Strawberry (+5)	—	—	+40
Noodles	Flour	—	Knife, Pot, Rolling Pin	Cabbage (+1), Turnip (+1), Sweet Potato (+2), Bamboo Shoot (+3), Carrot (+3), Eggplant (+3), Green Pepper (+3), Mushroom (+3), Onion (+3), Truffle (+3), Salt (+3), Sugar (+3), Large Fish(+4), Medium Fish (+5), Small Fish (+6), Soy Sauce (+7), Egg (+8)	—	—	+40
Fried Rice	Rice Balls, Eggs, Oil	—	Frying Pan	Cheese (-1), Eggplant (-1), Fried Rice (-1), Bamboo Shoot (+1), Cucumber (+1), Boiled Egg (+1), Scrambled Egg (+1), Mushroom (+1), Spinach (+1), Stir Fry (+1), Wine (+1), Grilled Fish (+2), Spa-boiled Egg (+3), Small Fish (+3), Medium Fish (+3), Large Fish (+3), Green Pepper (+3), Onion (+3), Sashimi (+3), Cabbage (+5), Carrot (+5), Corn (+5), Truffle (+5)	Sugar (-1), Salt (+5), Soy Sauce (+5)	Knife (+3)	+40
Cheese Fondue	Cheese, Bread	—	Pot	Wine (+5)	Salt (+5)	Knife (+3)	+40
Pizza	Cheese, Flour, Ketchup	—	Oven, Rolling Pin	Bamboo Shoot (+2), Pumpkin (+2), Sweet Potato (+2), Carrot (+3), Eggplant (+3), Mayonnaise (+3), Pineapple (+3), Truffle (+3), Egg (+4), Small Fish (+4), Large Fish(+4), Mushroom (+5), Medium Fish (+5), Green Pepper (+6), Onion (+6), Corn (+7), Potato (+7), Tomato (+8)	Sugar (+1), Salt (+3)	Knife (+7)	+40
Sweet Potato	Sweet Potato, Stone on the farm	Salt, Sugar	Oven	—	—	—	+40

NAME	MAIN INGREDIENTS	MAIN SEASONINGS	MAIN UTENSILS	OPTIONAL INGREDIENTS	OPTIONAL SEASONINGS	OPTIONAL UTENSILS	EFFECT ON FATIGUE *
Cake	Flour, Salt, Butter, Egg	Sugar	Oven	Honey (+2), Apple (+5), SUGDW Apple (+5), Pineapple(+5), Strawberry (+5), Wild Grapes (+5)	—	Knife (+1)	+40
Stir Fry	Oil, Cabbage	Soy Sauce	Frying Pan, Knife	Potato (+1), Tomato (+1), Cucumber (+2), Sweet Potato (+2), Spinach (+3), Turnip (+3), Bamboo Shoot (+5), Corn (+5), Mushroom (+5), Eggplant (+6), Carrot (+7), Green Pepper (+7), Onion (+7), Truffle (+9)	Vinegar (+2), Miso (+3), Salt (+7)	—	+40
Sandwich	Bread; Cucumber, Tomato, or Boiled Egg	—	Knife	Truffle (+2), Cabbage (+3), Small Fish (+3), Honey (+3), Wine (+3), Apple (+4), SUGDW Apple (+4), Carrot (+4), Large Fish (+4), Mushroom (+4), Onion (+4), Sweet Potato (+4), Wild Grapes (+4), Cheese (+5), Corn (+5), Cucumber (+5), Medium Fish (+5), Mayonnaise (+5), Pineapple (+5), Strawberry (+5), Tomato (+6), Butter (+7), Boiled Egg (+7), Potato (+7)	Salt (+5)	—	+40
Veggie Pancake	Flour, Egg, Oil	—	Frying Pan, Knife	Milk (+1), Potato (+1), Cucumber (+1), Pumpkin (+2), Cheese (+3), Eggplant (+3), Spinach (+3), Carrot (+4), Bamboo Shoot (+5), Mushroom (+5), Small Fish (+7), Medium Fish (+7), Large Fish (+7), Mayonnaise (+7), Truffle (+7)	Salt (+3), Soy Sauce (+5)	—	+50
Omelet	Egg, Milk, Oil	—	Frying Pan	Truffle (+2), Bamboo Shoot (+3), Cabbage (+3), Eggplant (+3), Pumpkin (+3), Carrot (+4), Green Pepper (+4), Mayonnaise (+4), Mushroom (+4), Sweet Potato (+4), Small Fish (+5),	Salt (+3), Soy Sauce (+3), Sugar (+3)	Knife (+2), Whisk (+3)	+50

NAME	MAIN INGREDIENTS	MAIN SEASONINGS	MAIN UTENSILS	OPTIONAL INGREDIENTS	OPTIONAL SEASONINGS	OPTIONAL UTENSILS	EFFECT ON FATIGUE *
Omelet cont.				Large Fish(+5), Ketchup (+5), Spinach (+5), Cheese (+6), Onion (+6), Corn (+7), Medium Fish (+7), Potato (+7)			
Chirashi Sushi	Rice Balls, Scrambled Eggs, Sashimi	Vinegar	Knife	Cucumber (+2)	Soy Sauce (+3)	—	+50
Pumpkin Pudding	Pumpkin, Milk, Egg	Sugar	Oven	Honey (+1), Wine (+1)	—	—	+50
Apple Pie	Butter, Egg, Flour; Apple or SUGDW Apple	Sugar	Knife, Oven, Pot, Rolling Pin	Wine (+1) Apple (+3), SUGDW Apple (+3), Honey (+3)	—	—	+50
Cheese Cake	Cheese, Milk, Egg	Sugar	Oven, Pot, Whisk	Honey (+2)	—	—	+50
Mixed Juice 1	Apple, Carrot, Pineapple, Strawberry, or Wild Grapes	—	Mixer	Honey (+1), Truffle (+1), Corn (+2), Apple (+3), SUGDW Apple (+3), Bamboo Shoot (+3), Eggplant (+3), Grape Juice (+3), Mushroom (+3), Pineapple (+3), Strawberry (+3), Turnip (+3), Wild Grape (+3), Onion (+4), Cabbage (+4), Carrot (+4), Green Pepper (+5), Tomato (+5), Cucumber (+5), Spinach (+7)	Salt (+2), Sugar (+2)	Knife (+1)	+50
Mixed Juice 2	Apple, SUGDW Apple, — Cabbage, Carrot, Cucumber, Pineapple, Strawberry, or Wild Grapes	—	Mixer	Honey (+1), Truffle (+1), Corn (+2), Apple (+3), SUGDW Apple (+3), Bamboo Shoot (+3), Eggplant (+3), Grape Juice (+3), Mushroom (+3), Pineapple (+3), Strawberry (+3), Turnip (+3), Wild Grapes (+3), Cabbage (+4), Carrot (+4), Onion (+4), Cucumber (+5), Green Pepper (+5), Tomato (+5), Spinach (+7)	Sugar (+2), Salt (+2)	Knife (+1)	+50
Mixed Juice 3	Fruit Juice, Vegetable Juice	—	Mixer	Honey (+1), Truffle (+1), Corn (+2), Apple (+3), SUGDW Apple (+3), Bamboo Shoot (+3), Eggplant (+3), Grape Juice (+3), Mushroom (+3), Pineapple (+3), Strawberry (+3) Turnip (+3), Wild Grapes (+3), Cabbage (+4),	Sugar (+2), Salt (+2)	Knife (+1)	+50

NAME	MAIN INGREDIENTS	MAIN SEASONINGS	MAIN UTENSILS	OPTIONAL INGREDIENTS	OPTIONAL SEASONINGS	OPTIONAL UTENSILS	EFFECT ON FATIGUE *
Mixed Juice 3 cont.				Carrot (+4), Onion (+4), Cucumber (+5), Green Pepper (+5), Tomato (+5), Spinach (+7)			
Curry Noodles	Curry Powder; Noodles or Flour	—	Pot (for use with Noodles); or Rolling Pin, Pot, and Knife (for use with Flour)	Turnip (-1), Cabbage (+1), Egg (+2), Sweet Potato (+2), Bamboo Shoot (+3), Carrot (+3), Eggplant (+3), Green Pepper (+3), Mushroom (+3), Truffle (+3), Onion (+3), Large Fish (+4), Medium Fish (+5), Small Fish (+6)	Sugar (+1), Salt (+3), Miso (+2), Soy Sauce (+3)	—	+60
Tempura Noodles	Tempura Noodles	—	Pot (for use with Noodles); or Rolling Pin, Pot, and Knife (for use with Flour)	Cabbage (+1), Turnip (+1), Sweet Potato (+2), Onion (+3), Bamboo Shoot (+3), Carrot (+3), Egg (+3), Eggplant (+3), Mushroom (+3), Truffle (+3), Large Fish (+4), Medium Fish (+5), Small Fish (+6)	Salt (+3), Sugar (+3), Miso (+5), Soy Sauce (+7)	—	+60
Fried Noodles	Noodles, Oil	—	Frying Pan	Turnip (-2), Cabbage (+1), Sweet Potato (+2), Bamboo Shoot (+3), Carrot (+3), Eggplant (+3), Green Pepper (+3), Mushroom (+3), Onion (+3), Truffle (+3), Large Fish (+4), Medium Fish (+5), Small Fish (+6), Egg (+8)	Sugar (+1), Salt (+3), Miso (+5), Soy Sauce (+7)	—	+60
Mixed Latte	Add Milk to each Mixed Juice recipe	—	—	—	—	—	—
Truffle Rice	Truffle, Rice Balls	—	—	—	Salt (+1), Soy Sauce (+1)	Knife (+3)	+60
Omelet Rice	Egg, Milk, Oil, Rice Balls	—	Frying Pan	Truffle (+2), Bamboo Shoot (+3), Cabbage (+3), Eggplant (+3), Pumpkin (+3), Carrot (+4), Green Pepper (+4), Mayonnaise (+4), Mushroom (+4), Sweet Potato (+4), Small Fish (+5), Large Fish (+5),	Salt (+3), Soy Sauce (+3), Sugar (+3)	Knife (+2), Whisk (+3)	+60

NAME	MAIN INGREDIENTS	MAIN SEASONINGS	MAIN UTENSILS	OPTIONAL INGREDIENTS	OPTIONAL SEASONINGS	OPTIONAL UTENSILS	EFFECT ON FATIGUE *
Omelet Rice cont.				Ketchup (+5), Spinach (+5), Cheese (+6), Onion (+6), Corn (+7), Medium Fish (+7), Potato (+7)			
Chocolate Cake	Flour, Butter, Egg, Chocolate	Sugar	Oven, Whisk	Honey (+2), Apple (+5), SUGDW Apple (+5), Pineapple (+5), Strawberry (+5), Wild Grapes (+5)	—	Knife (+1)	+70
Relaxation Tea	Relax Tea Leaves	—	Pot	Red Grass (-10), Honey (+2), Apple (+3), SUGDW Apple (+3), Pineapple (+3), Strawberry (+3), Wild Grapes (+3), Milk (+5), Wine (+5), Blue Grass (+10), Green Grass (+10), Orange Cup Fruit (+10)	Sugar (+3)	Knife (+3)	+70

* When recipe is eaten

Kitchen Utensils

It is important to have the right tool for the job, even in the kitchen! When you see the items in the following list for sale on the TV Shopping Network, go to the Inn and use the phone there to place your order. If you miss the opportunity to buy a utensil on the day it's for sale, you must wait for the item to come up for sale again. Items available from Saibara the Blacksmith are available whenever you have the money and the ore to buy them.

Cooking is easy! Just go up to the stove and press ✕ to activate a submenu and select the utensils you need. Refer to the foregoing recipe list to make sure you have all of the ingredients and utensils you need.

Utensils

NAME	COST	SOURCE
Knife	3,000G	TV Shopping Network
Frying Pan	2,500G	TV Shopping Network
Pot	2,000G	TV Shopping Network
Mixer	2,500G	TV Shopping Network
Whisk	1,000G	TV Shopping Network
Rolling Pin	1,500G	TV Shopping Network
Oven	5,000G	TV Shopping Network
Seasoning Set	5,000G	TV Shopping Network
Mayonnaise Maker	20,000G	Blacksmith
Cheese Maker	20,000G	Blacksmith

SPECIAL EVENTS

Harvest Moon: Back to Nature features many special events that you can participate in with the other villagers, including random events you may or may not be a part of.

Attend all of the special events you can. Strengthening your relationships with the other villagers is always a good idea. Just be sure to finish your chores beforehand: most special events last all day.

Included in the following list of special events are the villagers' birthdays. Nothing gets a character to like you as much as giving that person a birthday gift. Refer to "Mineral Village and its Characters" for help in choosing the perfect present for each friend and neighbor.

TIP

You may not have an opportunity to save your game on days when festivals begin late in the evening, so save your game *the day before* these events.



Festivals

NEW YEAR FESTIVAL

- ✿ Year: Any
- ✿ Season: Spring
- ✿ Day: 1st
- ✿ Time: 6 p.m.
- ✿ Location: Rose Square



The New Year Festival celebrates the arrival of the New Year. You can have a nice dinner at the Inn, or you can dance with the girls at Rose Square.

If Karen visited you on the farm earlier that day, she will ask you to practice dancing with her. When you arrive at Rose Square, Karen will dance with you if you ask her to.

GODDESS FESTIVAL

- ✿ Year: Any
- ✿ Season: Spring
- ✿ Day: 8th
- ✿ Time: 10 a.m.
- ✿ Location: Rose Square

At the Goddess Festival, young village girls don goddess costumes and dance at Rose Square to celebrate spring's arrival. If a girl in town has affection for you, ask her on the seventh day of spring to attend the festival with you.



SPRING THANKSGIVING

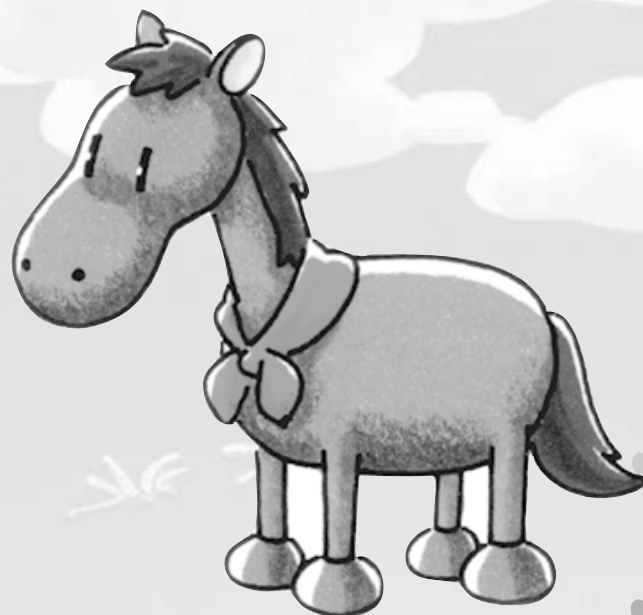
- ✿ Year: Any
- ✿ Season: Spring
- ✿ Day: 14th
- ✿ Time: Any
- ✿ Location: Various

Giving Cookies to the village girls will greatly increase their affections for you. You can't buy Cookies and give them away; you must make them yourself. Because you probably won't have a Kitchen until Year 2, you won't be able to participate in this celebration the first year.

LOCAL HORSE RACE

- ✿ Year: Any
- ✿ Season: Spring
- ✿ Day: 18th
- ✿ Time: 10 a.m.
- ✿ Location: Rose Square

If you have an adult Horse, you can enter the Horse Race. Because you won't be able to enter a Horse your first year on the farm, just go to the Horse Race and bet on a Horse.



There are three races. Buy tickets from Mayor Thomas for 50 Gold apiece to bet on your favorite thoroughbred. If you win, you get Medals you can exchange for a Power Berry, a Bracelet, a Necklace, Earrings, Turbojolt XL, Bodigizer XL, Truffles, or Mystrile Ore. The Power Berry is the best item, but even the jewelry is valuable, because you can give it to a girl to increase her affection for you.



COOKING FESTIVAL

- ✧ Year: Any
- ✧ Season: Spring
- ✧ Day: 22nd
- ✧ Time: 10 a.m.
- ✧ Location: Rose Square

Villagers bring food they've prepared to Rose Square to enter it in the Cooking Festival. Gourmet the Food Critic judges the various dishes. You won't win a prize, but mingling with your neighbors raises their level of affection toward you.

Because you won't have a Kitchen your first spring, you won't be able to win the contest. When you're able to Cook up a dish, choose one with a high effect on fatigue. Relaxation Tea, Chocolate Cake, and Omelet Rice work well if you add a lot of extra ingredients.



SWIMMING FESTIVAL

- ✧ Year: Any
- ✧ Season: Summer
- ✧ Day: 1st
- ✧ Time: 10 a.m.
- ✧ Location: Mineral Beach

Summer at last! What better way to kick it off than with a Swimming Festival at Mineral Beach?



The festival is a swimming race in the ocean. Swim to the rock as fast as you can. If you win, you get a Power Berry as a prize. To swim, press **X** repeatedly to propel yourself through the water. As you swim you must take small breaths (press **▲**) to keep your stamina from running out. If you get really tired and need to rest, press and hold **▲**.

CHICKEN FESTIVAL

- ✿ Year: Any
- ✿ Season: Summer
- ✿ Day: 7th
- ✿ Time: 10 a.m.
- ✿ Location: Rose Square

If you have a Chicken, enter it in the Chicken Sumo Contest at the Chicken Festival. To win, your Chicken must intimidate the opposing Chicken to drive it out of the ring. Press **×** when your Chicken faces the opponent's Chicken. Your Chicken will *bawk* at the opposing Chicken, which should drive it in the opposite direction—hopefully out of the ring. Take care not to accidentally drive your own Chicken out of the ring.

After your Chicken wins, it will lay Golden Eggs worth 150 Gold each.



TOMATO FESTIVAL

- ✿ Year: Any
- ✿ Season: Summer
- ✿ Day: 12th
- ✿ Time: 10 a.m.
- ✿ Location: Rose Square

To celebrate a big Tomato harvest, teams of villagers stage a mock battle, throwing Tomatoes at each other.



To duck oncoming Tomatoes, press and hold **▲**. Press **×** to ready a Tomato, and then press **×** again to throw it. (Take care, however. Pressing **×** to ready a Tomato causes your character to stand, exposing him to the opposing team.) Use **←** or **→** to select your victim. It does no good to throw Tomatoes at someone who's been eliminated already.

If your team wins, you'll strengthen your relations with your teammates and the village in general.

COW FESTIVAL

- ✿ Year: Any
- ✿ Season: Summer
- ✿ Day: 20th
- ✿ Time: 10 a.m.

If you don't own a healthy, happy, unpregnant adult Cow, you can't enter the competition, but you can attend the Cow Festival with the other villagers.

By the second year, you should be able to enter your Cow. Enter a Cow with very high affection toward you. Winning Cows begin giving Grand Milk.



FIREWORKS FESTIVAL

- ✿ Year: Any
- ✿ Season: Summer
- ✿ Day: 24th
- ✿ Time: 6 p.m.
- ✿ Location: Mineral Beach



The Fireworks Festival officially ends the summer season. If you bring along a girl to watch the fireworks with you, her affections for you will increase.

MUSIC FESTIVAL

- ✿ Year: Any
- ✿ Season: Fall
- ✿ Day: 3rd
- ✿ Time: 6 p.m.
- ✿ Location: Church

The day before the Music Festival, Pastor Carter will stop by your house and ask if you'd like to participate in it. If you tell him yes, be at the Church by 10 a.m. the next day.

When you arrive at the Church, speak to Pastor Carter. He gives you an Ocarina to play in the festival.



HARVEST FESTIVAL

- ❖ Year: Any
- ❖ Season: Fall
- ❖ Day: 9th
- ❖ Time: 10 a.m.
- ❖ Location: Rose Square

Take a vegetable you've grown or foraged to the Harvest Festival at Rose Square. When you arrive, toss your item into the large pot in the center of the square. Before you add your vegetable to the pot, visit with your neighbors. This is a good opportunity to make friends.



MOON FESTIVAL

- ❖ Year: Any
- ❖ Season: Fall
- ❖ Day: 13th
- ❖ Time: 6 p.m.
- ❖ Location: Mother's Hill Peak



Go to the peak of Mother's Hill at 6 p.m. to meet the girl with the greatest affection for you. You can enjoy the beautiful moon together, further increasing her affection.

SHEEP FESTIVAL

- ❖ Year: Any
- ❖ Season: Fall
- ❖ Day: 21st
- ❖ Time: 10 a.m.
- ❖ Location: Yodel Farm

Like the Cow Festival, you can attend the Sheep Festival if you have a happy, healthy adult Sheep that isn't pregnant. It must also have a full coat of Wool. To win, you need a Sheep with a high level of affection toward you. If your Sheep wins, it will grow Grand Wool.

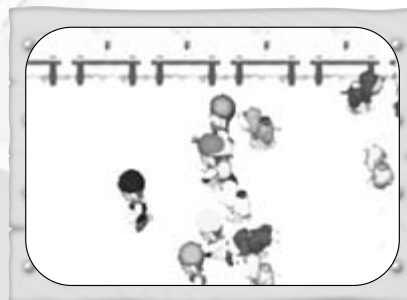


DOG RACE

- ✧ Year: Any
- ✧ Season: Winter
- ✧ Day: 10th
- ✧ Time: 10 a.m.
- ✧ Location: Rose Square



If your Dog is well trained, enter it in the Dog Race at Rose Square. Your Dog must race down the track with you to the finish line. Hold down ● to run the track. If your Dog doesn't follow you, you must return to get it and repeat the process until you reach the finish line. The better you've trained your dog, the more reliably it will follow you. Throw the Dog Ball for your Dog often.



WINTER THANKSGIVING

- ✧ Year: Any
- ✧ Season: Winter
- ✧ Day: 14th
- ✧ Time: Any
- ✧ Location: Your Farm

Girls with a high amount of affection toward you will bring you Chocolate. You may even get Chocolate Cake from girls with really high affection.

STARRY NIGHT FESTIVAL

- ✧ Year: Any
- ✧ Season: Winter
- ✧ Day: 24th
- ✧ Time: 6 p.m.
- ✧ Location: Various

The Starry Night Festival is an opportunity for you to join your favorite girl at her home for dinner with her family. Your day will end at her house, so be sure you've done all of your chores beforehand.



YEAR END FESTIVAL

- ❖ Year: Any
- ❖ Season: Winter
- ❖ Day: 30th
- ❖ Time: Midnight
- ❖ Location: Mother's Hill Peak

At midnight, go to the peak of Mother's Hill and welcome in the New Year sunrise with some of the other villagers.



Random Events

PAY YOUR BILL

- ❖ Year: 1
- ❖ Season: Spring
- ❖ Day: Any
- ❖ Time: Any
- ❖ Location: Supermarket



The first random event you encounter in *Harvest Moon: Back to Nature* is in the Supermarket. The first time you visit the Supermarket, you'll notice other villagers purchasing goods from Jeff, the storekeeper, but not paying for them. Suggest to the villager that he pay for their goods and Karen, Jeff's daughter, will appear to make sure they do. This is the first time you meet Karen, and marks the beginning of a friendship.

STRANGE SALESMAN

- ❖ Year: 1
- ❖ Season: Spring
- ❖ Day: 3rd
- ❖ Time: Any
- ❖ Location: Your Farm

On the third day of spring, a strange person will wander onto your farm. It is Won. He sells unusual seeds not available at the Supermarket. After he leaves your farm, you can usually find him hanging out at the Inn during the day.

To witness the whole event, after you finish speaking with Won, go to Rose Square and talk to Harris the Policeman. When Harris leaves, Won will come to Rose Square and you'll talk more. Then go to Gotz's House and speak to Harris again.



RICK AND POPURI

- ✿ Year: 1
- ✿ Season: Spring
- ✿ Day: Any
- ✿ Time: Any
- ✿ Location: Poultry Farm

While passing by the Poultry Farm, you may witness an argument between Rick and his sister Popuri. Stop by and speak to Rick and he will tell you what started the argument. Popuri forgot to put the Chickens away, and one of them died. Go to the Hot Springs and you will find Popuri. Speak to her, and console her on her loss.



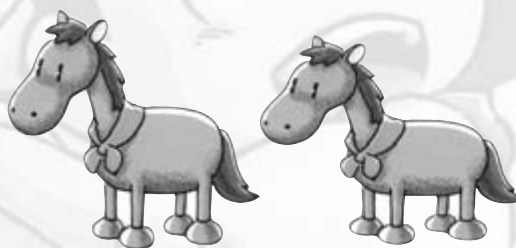
MOONDROP SEEDS

- ✿ Year: Any
- ✿ Season: Spring
- ✿ Day: 1st–20th
- ✿ Time: Any
- ✿ Location: Your Farm

Sometime between the 1st and the 20th day of spring, Karen will give you some Moondrop Seeds (if she likes you). Plant the seeds and give her the flowers when they bloom.

PONY

- ✿ Year: 1
- ✿ Season: Spring
- ✿ Day: First Visit to Yodel Farm
- ✿ Time: 9 a.m.–6 p.m.
- ✿ Location: Yodel Farm



The first time you stop by Yodel Farm during the day, Barley will call you over and ask you if you can care for a Pony they have. Answer yes, and the Pony will appear at your farm. To increase the Pony's affection toward you, brush it and talk to it every day. You can buy a Brush from the Blacksmith for 800 Gold. It takes a full year for the Pony to mature and become a Horse.

TEA PARTY

- ❖ Year: Any
- ❖ Season: Spring
- ❖ Day: Any
- ❖ Time: 3–4 p.m.
- ❖ Location: Harvest Sprites' Home



The Harvest Sprites hold a Tea Party once each spring. You may attend if you bring gifts for all seven Harvest Sprites. In return, they'll give you Relax Tea Leaves. You must have an upgraded Rucksack to take seven gifts with you. (You can't give away four gifts, and then leave and return with three more. The party will be over by the time you return.) The Tea Party can take place only on days when all seven Harvest Sprites are at home.

SHALL WE DANCE?

- ❖ Year: 2
- ❖ Season: Spring
- ❖ Day: 1st
- ❖ Time: Noon–3 p.m.
- ❖ Location: Your Farm



On the first day of Year 2, Karen will stop by and ask you to practice dancing with her for the New Year Festival later that day.

Practice dancing with Karen, and then ask her to dance when you get to the festival.

SUNNY MORNING NAP

- ❖ Year: Any
- ❖ Season: Spring
- ❖ Day: Sunny Day
- ❖ Time: Any
- ❖ Location: Halfway up Mother's Hill

If you're married to Ann, and it's a sunny morning, you'll spot her taking a nap halfway up Mother's Hill.

BIRTHDAY PARTY

- ❖ Year: Any
- ❖ Season: Summer
- ❖ Day: 17
- ❖ Time: 10 a.m.–6 p.m.
- ❖ Location: Inn

If an invitation appears in your mailbox at the beginning of summer, you may attend Ann's birthday party. Take the invitation and go to Ann's House between 10 a.m. and 6 p.m. Don't forget to take a wrapped present!

WATCH THE FIREWORKS

- * Year: 2
- * Season: Summer
- * Day: 23rd
- * Time: 9 a.m.–6 p.m.
- * Location: Mineral Beach

In Year 2, talk to Kai the day before the fireworks show and ask him to watch them with you. This will improve your relationship with him.

FIGHT AT THE INN

- * Year: 1
- * Season: Summer
- * Day: Any
- * Time: 5 p.m.–Midnight
- * Location: Inn

Duke, Jeff, Rick, and Kai are involved in a fight. Duke argues that Kai comes to the village every summer to charm the ladies and children, and accuses him of being deceptive. Duke will ask you what you think about it. You can answer that Kai is wrong, both guys are wrong, or you don't know and don't care. If you say Kai is wrong, no one is happy except Duke. If you say both are wrong or that you don't care, the others will be happy.

CORN FOR KAI

- * Year: Any
- * Season: Summer
- * Day: 15th–29th
- * Time: 6 a.m.–1 p.m.
- * Location: Your Farm



Kai will stop by the farm and ask to buy Corn from you. Sell the Corn to Kai for 50 Gold to raise his affection toward you.

PERFUME

- ✿ Year: Any
- ✿ Season: Summer
- ✿ Day: After a Hurricane
- ✿ Time: Any
- ✿ Location: Mineral Beach

If you have the bottle you fished out of the ocean, visit Kai the day after a hurricane. Kai will ask you if you're going to stay or leave the village. Answer that you plan to stay, and Kai will give you some perfume.

DISAGREEABLE FRIENDS

- ✿ Year: Any
- ✿ Season: Summer
- ✿ Day: Any day except Tuesdays and Sundays
- ✿ Time: 10 a.m.–7 p.m.
- ✿ Location: Poultry Farm

If you're walking past or visiting the Poultry Farm, you may witness a minor disagreement between Kai, Popuri, and Rick. Kai has an unsettling effect on Rick, and Rick isn't shy about showing his feelings.

HARVESTING GRAPES

- ✿ Year: 1
- ✿ Season: Fall
- ✿ Day: 14th
- ✿ Time: Any
- ✿ Location: Your Farm



On the 14th day of fall in Year 1, Duke from Aja Winery will visit and ask if you can help him harvest Grapes. If you say yes, you must show up at Aja Winery around 11:30 a.m. every day and work until 5 p.m. every day for about a week. Do as many of your own chores as you can before you go to the winery. You should also have time to do some of them when you return, however.

Duke will also ask you to find additional help for him; ask Cliff. If you don't, eventually Cliff will leave the village.





Your goal is to pick 16 bunches of Grapes every day you work. Don't worry about emptying your Rucksack before going to the winery. Duke's wife will hold your items for you while you work. Take the Grapes to Duke as you harvest them and he'll tell you how many you've collected. If you gather all 16 bunches each day, Duke will pay you well and he and Manna will be very thankful.

CAUTION

Cliff will go to a spot in the vineyard and never move. You must get to that spot before Cliff does, or you won't be able to harvest all 16 bunches.

MEETING GRAY

- ❖ Year: 1 or 2
- ❖ Season: Fall
- ❖ Day: 1st–27th
- ❖ Time: When you wake up
- ❖ Location: Your Farm



During the first or second year of your life on the farm, Gray may stop by. Gray is angry with his grandfather Saibara, and wants to work on his own. Gray will ask to use your Water Mill to make a Hammer. In return, he'll weed your field once. After a few days, Gray will ask you to try the Hammer he's made, but when you do, it crumbles.

Mary will witness this event, which leads to another event in which Mary scolds Gray in Rose Square. Later, Gray will thank you, improving your relationship with him.

CHICKEN CARE

- ❖ Year: Any
- ❖ Season: Fall
- ❖ Day: 14th–16th
- ❖ Time: Any
- ❖ Location: Your Farm



If you've upgraded your Chicken Coop but you still have only five Chickens, Rick will come by and ask if you can care for five more. Never turn down a friend in need. If you help him, your friendship will improve, you'll get a bunch of Chicken Feed, and you can sell the Eggs his Chickens lay while they're in your care.

END TO SUMMER

- ✿ Year: Any
- ✿ Season: Fall
- ✿ Day: 1st
- ✿ Time: Any
- ✿ Location: Your Farm

In case you didn't know summer was over, Kai stops by to say good-bye.



MEMORIES

- ✿ Year: Any
- ✿ Season: Fall
- ✿ Day: 5th
- ✿ Time: After 5 p.m.
- ✿ Location: Mother's Hill Peak



If you go to the peak of Mother's Hill, you can see Doug thinking about his wife, who passed away. Ann will be at the Inn working hard to cover for her dad.

STU'S CRICKET

- ✿ Year: Any
- ✿ Season: Fall
- ✿ Day: Any
- ✿ Time: Any
- ✿ Location: Your Farm

If you're married to Elli, Stu stops by to give you a Cricket.

WHITE FLOWER

- ✿ Year: Any
- ✿ Season: Winter
- ✿ Day: Any
- ✿ Time: Any
- ✿ Location: Mother's Hill

If you visit Ellen in her home, she'll tell you about a legendary White Flower that blooms only on snowy days. She says it's good luck to see it. Visit the peak of Mother's Hill on a snowy day to see for yourself, then tell Ellen and Basil about it the next day.



THOUGHTS OF FAMILY

- ✧ Year: 1
- ✧ Season: Winter
- ✧ Day: Snowy Day
- ✧ Time: After 10 a.m.
- ✧ Location: Rose Square

If you arrive at Rose Square on a snowy day after 10 a.m., you'll see Cliff collapse. Talk to him and you'll pick up the photograph Cliff was looking at. When Cliff is taken to the hospital, the Doctor will care for him and ask everyone else to leave. The next time you see Cliff, be sure to return his photo to him.



Nonspecific Events

FLASHING OBJECT

- ✧ Year: 4
- ✧ Season: Winter
- ✧ Day: Any
- ✧ Time: After 5 p.m.
- ✧ Location: Church

If you stand in front of the Church after 5 p.m. on a sunny day in the fourth year, you'll encounter a flashing object.



THE GODDESS

- ✧ Year: Any
- ✧ Season: Any
- ✧ Day: Any Sunny Day you Toss a Vegetable into the Lake
- ✧ Time: 6 a.m.–9 p.m.
- ✧ Location: Goddess Lake (near the Hot Spring)

If you throw items harvested on your farm into Goddess Lake, the Goddess herself will show up to thank you. Stand behind the waterfall to throw in items. Throw only one item per day into the lake. Each time you toss an item in, the Goddess will thank you. Don't present an item on festival days, bad-weather days, or at night. The Goddess is picky about when she wants to accept your gifts.



After you give her five items, she'll give you a Power Berry. After you give her five more items, she'll ask if there's someone special in your life. Answer yes. When you leave the Hot Springs, you'll run into the girl who has the highest affection for you. For another 10 items, the Goddess will give you a piece of Lumber. If you give it to Gotz, he'll pay you for it and become a better friend.

FLOWERS BLOOMING

- ❖ Year: Any
- ❖ Season: Spring, Summer, or Fall
- ❖ Day: Any
- ❖ Time: Noon–3 p.m.
- ❖ Location: Your Farm



If you have more than 90 Flowers blooming on your farm, Anna comes to ask if she may pick some. Tell her to take as many as she wants, and she will give you a Power Berry.



FISHING POLE

- ❖ Year: Any
- ❖ Season: Spring, Summer, or Fall
- ❖ Day: Any
- ❖ Time: Any
- ❖ Location: Your Farm

If you got the Fishing Rod from Greg in the spring, stock your Fish Pond. Once you have 50 or more Fish in your pond, Greg will stop by and give you a Fishing Pole.



THE BIG TREE

- ❖ Year: Any
- ❖ Season: Any
- ❖ Day: Any
- ❖ Time: After 11 a.m.
- ❖ Location: Halfway Up Mother's Hill



A big tree stands in a clearing halfway up Mother's Hill. If you start to chop it down, the tree will ask you not to. If you relent, the tree will give you a Power Berry. If you try to cut it down another time, Gotz will be mad at you, and you'll pass out and wake up in the Clinic. This will happen each time you try to cut it down, so don't.

MISSING MAY

- ❖ Year: 1st or 2nd
- ❖ Season: Any-Except Spring
- ❖ Day: 2nd-27th
- ❖ Time: 6 a.m.-1 p.m.
- ❖ Location: Your Farm

Barley stops by the farm one day and asks for your help finding May. Go to the pier at 6 p.m. to find her.



APPLE PIE

- ❖ Year: 1st, 2nd, or 3rd
- ❖ Season: Summer, Fall, or Winter
- ❖ Day: 6th-27th
- ❖ Time: 6 a.m.-Noon
- ❖ Location: Your Farm

If you are a friend of Mayor Thomas, he'll come by your farm and ask you to take a piece of Apple Pie to Ellen. You must go to the Inn to get it. When you deliver the piece, Ellen offers you a tip. Decline her offer and Elli will show up with another piece of pie for her grandmother. Because Ellen already has a piece, Elli will give it to you instead. The next day, Mayor Thomas will come to your farm and give you a cake.

HONEY BEES

- ❖ Year: Any
- ❖ Season: Spring, Summer or Fall
- ❖ Day: Any
- ❖ Time: 6 a.m.-Noon
- ❖ Location: Your Farm

If you have Flowers on your farm, Bees will make a hive in the Apple Tree, and you can get Honey. If you give a jar of Honey to Louis, its selling price will go up from 50 Gold to 60 Gold.



KAPPA

- ❖ Year: Any
- ❖ Season: Spring, Summer, or Fall
- ❖ Day: Any
- ❖ Time: 11 a.m.–5 p.m.
- ❖ Location: Mother's Hill Lake



If you throw three Cucumbers into the lake at the base of Mother's Hill, Kappa will give you a Mystic Berry. You must stand in front of the two trees on the left side of the lake to make this happen.

Possessing the Mystic Berry slows your accumulation of Fatigue by 50 percent. When you eat it, it reduces your Fatigue by 1 point.



THE NEW PUPPY

- ❖ Year: Any
- ❖ Season: Spring or Summer
- ❖ Day: Any
- ❖ Time: 6 a.m.–1 p.m.
- ❖ Location: Your Farm

If you are friends with Barley, and if your Dog loves you a lot, one day Barley may stop by your farm and ask if he can borrow your Dog for a little while. His Dog Hana is lonely, and Barley would like your Dog to keep her company.

Let Barley borrow your Dog and before long, Puppies will be born. Because Barley and May can't take care of both Puppies, Barley will ask you to find one a new home. When you speak to either Stu or Harris, he will ask if he can have the Puppy.

Birthdays

Everyone loves a birthday gift, and your neighbors are no exception. The table that follows includes everyone's birthdays, listed by date.

Try to give a wrapped present to each birthday boy and girl on their special day. When you do, the person's affections for you will greatly increase. Refer to the character information in "Mineral Village and its Characters" to learn what each villager likes (or dislikes).

Spring

DAY	CHARACTER	WHERE YOU FIND CHARACTER
2	Louis	Gotz's House
4	Bold (Purple Harvest Sprite)	Harvest Sprite Tree
11	Saibara the Blacksmith	Blacksmith's Shop
15	Staid (Blue Harvest Sprite)	Harvest Sprite Tree
16	Elli	The Clinic
17	Barley	Yodel Farm
19	Lillia	Poultry Farm
20♣	Elli	Her house
26	Aqua (Aqua Harvest Sprite)	Harvest Sprite Tree
29	Greg	Mineral Beach—generally on the pier
30	Sasha (Jeff's Wife)	Supermarket

Summer

DAY

CHARACTER

WHERE YOU
FIND CHARACTER

3	Popuri	Poultry Farm
4	Harris the Policeman	Gotz's House or the Inn
6	Cliff	The Church or Aja Winery
10*	Popuri	Her house
11	Basil	His house
16	Timid (Green Harvest Sprite)	Harvest Sprite Tree
17	Ann	The Inn
22	Kai*	The Inn
25	Mayor Thomas	His house
29	Zack	Your farm at 5 p.m. daily

Fall

2	Gotz the Carpenter	His house
5♣	Stu (Ellen's grandson)	Ellen's House or Church
10	Hoggy (Yellow Harvest Sprite)	Harvest Sprite Tree
11	Manna (Duke's Wife)	Aja Winery
14	Chef (Red Harvest Sprite)	Harvest Sprite Tree
15	Karen	Supermarket
17	Doctor	Clinic
20	Pastor Carter	Church
23☆	Anna (Mary's Mother)	Her house
27	Rick	Poultry Farm

Winter

2	Kano the Photographer	Mayor's House
6	Gray (The Blacksmith's Grandson)	Blacksmith's Shop
11	Doug	The Inn
13	Ellen	Her house
15	Duke	Aja Winery
19	Won the Salesman	The Inn (in the afternoon)
20	Mary	Library
22	Nappy (Orange Harvest Sprite)	Harvest Sprite Tree
25♠	Mary	Library
26	May	Yodel Farm
29	Jeff	Supermarket

- ♣ If you select spring 16 as your birthday
- * If you select summer 3 as your birthday
- * Shares Ann's birthday if you select summer 22 as your birthday
- ♣ Also the day Ann's mother passed away
- ☆ Also Karen's birthday if you select fall 15 as your birthday
- ♠ If you select winter 20 as your birthday